

Runequest

THE GATEWAY BESTIARY



By SANDY PETERSEN
ADDITIONAL MONSTERS FOR RUNEQUEST



B80



GATEWAY BESTIARY

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CHAOSIUM INC.

Albany, California



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INTRODUCTION



his bestiary is not intended to supplant the usual array of *RuneQuest* monsters, far from it! It is mainly for the purpose of supplementing the monsters already included in any healthy campaign (for the players, that is — not the player-characters). Many of these new and fascinating animals should be used in small doses. If wriggling swarms of stoorworms infest the landscape and hordes of jabberwocks prey on the citizenry, their interest may swiftly pall. Of course, sometimes such a tactic brings more interest into a scenario. In nearly every case, though, it is best to only sparingly introduce a brand-new creature to your players.

Some of these monsters can provide an entire evening's entertainment in themselves. A well-planned attack on an ant's

nest can take up quite a bit of time and energy on the part of a player. If the excitement of that fails, then the challenge of an evil Rune Lord-Priest with a familiar redcap can often enliven the countryside. A few of these monsters are not even intended for player 'consumption.' Such ghastly things as the hydrae or the dinosaurs would fall under this category. As can be quickly seen, even the best equipped party of experienced players may be completely frustrated by the inert mass of a rampaging brontosaurus! A single anthropophage can speedily put a damper on a party's wanderings through the catacombs.

However, the monsters included herein are not all terrifying nightmares. There are also pushovers for the inexperienced or new players. The problem is just to find them. . .

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GIANT ANTHROPODS

SPECIAL NOTES ON DAMAGE

Insects and other invertebrates are less susceptible to damage than vertebrates. To simulate this, an insect taking damage to its body equal to or greater than its total hit points may continue to fight on for three melee rounds, when it will collapse and die in two more rounds if not healed. An insect receiving damage to its abdomen equal to or greater than that location's hit points may also fight on for three rounds. Damage to the head or thorax equaling or exceeding the hit points of that area will immediately incapacitate an insect, and it will die in two rounds if not healed.

In addition, damage to an anthropod's walking legs does not count against the total damage taken by that creature. Only damage to vital areas, tails, pincers, and the like will count towards the animal's hit points.

HIVE MINDS

Colonies of bees, ants, and termites behave as though they had a communal intelligence. It is possible for a hive to learn to perform acts that an individual insect cannot be trained for. The larger the nest, the more flexible its responses become. Use the Hive INT Table to approximate the hive's INT.

No insect may surrender, parley, or offer mercy to a defeated foe, and these options cannot be chosen by the nest. If a nest confronts an extremely powerful foe, it may choose not to attack, in hopes that the foe will depart peacefully. The precise form of an encounter will depend upon the type of insect involved. Colonial wasps do have a hive intelligence, but are governed by a form of pecking order. Individually, they are perhaps the most intelligent of colonial insects, but their nests do not have INT of their own. This also applies to nests of bumblebees.

HIVE INT TABLE

<i>Colony Size</i>	<i>INT</i>
1-99	3D6
100-249	3D6+3
250-599	3D6+6
600-1499	2D6+12
1500-4999	3D6+12
5000-14,999	2D6+18
15,000-44,999	3D6+18
45,000-90,000	2D6+24

BEES

95% of the time, an encounter with bees will actually be with the foraging insects, not with the hive itself. Foraging bees will usually avoid conflict. The stores of pollen on a returning forager's legs and her stores of honey may be valuable in many cultures as a sweetener, but the value is usually not commensurate with the difficulties of catching the bee. If adventurers attack the nest itself, the only treasure likely to be found is the honey itself. If certain types of flowers abound in the neighborhood, this honey may be exceptionally sweet, bitter, or even poisonous or magical.

If the hive is assaulted, the guard bees stationed on the hive's edges will usually try to drive away the intruders before they enter, as well as alerting the hive itself. If the attackers

are determined, the hive in general will attack them. If they are able to withstand this assault, the bees will retire to within the hive and await developments. If adventurers then enter the hive, whether by the entrance or by digging, the entire force of the hive will attack and try to destroy them. The loss of the queen does not mean the end of the hive, and a new queen may be raised. If the adventurers attempt some stratagem such as smoking out the hive, the fire will have to be quite immense — a hive of giant bees may be 50 meters across. If driven out, the bees will usually attack those trying to use the smoke. The adventurers should be careful not to make preparations in the hive's vicinity, or scout bees may become irritated and signal for an attack.

ANTS

15% of encounters will be with the nest itself, 80% with a party of foragers, and 5% with a war party of ants. Foragers will usually be merely a small band of ants out for food, and unlikely to molest others unless obviously weak. A war party may consist of more than half the entire population of the nest out to assault another nest, a termite mound, or perhaps a small human village. . .

If the ants' nest is attacked, the ants will fight back vigorously. The nest will set up ambushes, emplace barricades, send out scouts to learn the location of the enemy's camp, and otherwise campaign intelligently. If the adventurers are hardy enough to invade the nest itself, the insects will try to cut them off inside with a mob of warriors, or close off passages ahead of them. Again, the death of the queen will not deacti-

vate the ants. Many types of ants have more than one queen, often in different chambers. If there is only one queen, the ants may be able to replace her. In the case that there is only one irreplaceable queen (a rare event) the colony is usually small and not worth the trouble to assault. Ants are irrepressible hoarders and an ant's storage bin may contain quite a bit of treasure among the scraps of cloth, old bones, piles of grain and rubbish. If adventurers wish to attempt poisoning the ants, figure out how many ants that amount of poison would kill and, and kill them. In no case would more than 1D6% of the hive succumb to poison. Once hit by a particular mode of poison, the ants will remember its smell and avoid it. Of course, they may set up ambushes at the bait area. . .

TERMITES

When termites are encountered, it is always the mound itself that is met. Giant termites dwell in skyscraper-size mounds as populous as the largest ant nests. They have riddled this mound with tunnels and feed upon fungus, grown in gardens deep within. They are found in hot, and often dry places. Termites cannot usually be poisoned as can ants, as they feed solely on their home-grown fungus.

If a hole is chipped in the rock-hard mound, the termites will send out a band of soldiers to delay the attackers while workers seal the hole over again with cement. If attackers enter the mound itself, the termites are adept at tunnel warfare. The attackers may be led into blind alleys, which are then sealed off, or surrounded by warriors. The maze of passages confuse the invader and are nearly impossible to map, as they twist in all three dimensions.

The motive for attacking termites is usually to get at their

fungus. This fungus is often magical in nature. Note that it is only magical when grown by termites inside their mound. The effects may vary, including growth — adding a SIZ point onto the eater; a gift of magic — adding a POW point; transformation — causing the eater to become something else; a Rune spell such as Mindlink; the ability to see into the spirit plane; or it may actually translate the eater onto a different plane than the mundane one. If it appears likely that attackers will defeat the termites and pillage their fungus store, the termites will flee and take their fungus balls with them.

Since termite mounds are in remote areas, usually inhabited by hostiles, the best mode of attack upon one may be to go in a small band so as not to attract attention, get into the mound and loot the fungus as swiftly as possible and then get out again.

GIANT ANTS

Individual giant ants are usually not very intelligent. However, the nest as a whole has usually quite a good INT, as previously described. Ants are notorious hoarders and may collect treasure. Some types of ants are slavers and will send out forces to capture other ants or even humans and use them as slaves. In a typical nest, about 10-25% of the ants are soldiers. Soldiers are usually about twice as strong as workers. Many nests lack a soldier caste entirely, and workers will do all the fighting. On the other hand, slavers and certain other types of ants lack a worker caste and all the ants are soldiers. Some worker castes may be large and strong like the soldiers. Some types of ants (such as army ants) may be larger still.

Soldier Ant

<i>Characteristics</i>	<i>Average</i>		
STR 4D6	14	Move	10
CON 2D6+6	13	Hit points average	12
SIZ 2D6	7	Treasure factor	10
POW 1D6+6	9-10	Defense	05%
DEX 2D6+6	13		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	8	30%	1D10
Sting	8	30%	1D6+poison of 1D6 potency

Soldier ants can sting and bite simultaneously.

ARMOR—3 point skin.

Worker Ant

<i>Characteristics</i>	<i>Average</i>		
STR 2D6	7	Move	10
CON 3D6	10-11	Hit points average	9-10
SIZ 1D6+2	5-6	Treasure factor	7
POW 1D6+6	9-10	Defense	05%
DEX 2D6+6	13		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	9	30%	1D6

ARMOR—3 point skin.

GIANT ANT HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right hind leg	01	3
Right center leg	02	3
Left hind leg	03	3
Left center leg	04	3
Abdomen	05-08	5
Thorax	09-12	6
Right fore leg	13-14	3
Left fore leg	15-16	3
Head	17-20	5

ASSASSIN BUGS

These inhabit dense forests and are typically well camouflaged. They secrete a special fluid from their abdominal glands. If a humanoid is within 20 meters of an assassin bug and fails to roll his INTx4 or less on D100, he is entranced by the aroma of the fluid and is irresistibly drawn to the bug. Those remaining within the effect must roll each ten melee rounds to avoid being entranced, if they managed to resist on their first try. Those that have succumbed to the fluid will make no show of resistance to the bug and will actually enjoy the sensation of being drained as explained below.

ASSASSIN BUG HIT LOCATION TABLE

Location	D20	Points
Right hind leg	01	3
Right center leg	02	3
Left hind leg	03	3
Left center leg	04	3
Abdomen	05-08	5
Thorax	09-12	6
Right claw	13-14	5
Left claw	15-16	5
Head	17-20	5

Characteristics	Average		
STR	2D6+12	19	Move 8
CON	2D6+6	13	Hit points average 15
SIZ	2D6+12	19	Treasure factor 13
POW	3D6	10-11	
DEX	3D6	10-11	

Weapon	SR	Attack	Damage
Foreclaw*	8	30%	1D8+1D6
Bite †	8	30%	2D6†

* Both foreclaws may attack at once. The insect cannot bite a victim not grasped by one of the foreclaws. If a claw strikes a victim, it will hang on, doing no further damage, but enabling the victim to be bitten.

† Each round that the insect's beak remains implanted in a victim, after the first round, it drains 1D4 of STR and also injects a poison of potency 1D6.

ARMOR—3 point skin.

OTHER SKILLS—Move Silently 50%; Camouflage 75%.

GIANT CENTIPEDES

These usually lurk in desert regions and ruins. They emit a clacking noise as they run along. Each leg is tipped by a sharp, hard point, and connected to a poison gland. Centipedes are even more resistant to damage than are other arthropods, and the only region that will quickly knock out a centipede is the head.

GIANT CENTIPEDE HIT LOCATION TABLE

Location	D20	Points
Tail	01-06	6
Body	07-14	7
Head	15-20	6

Characteristics	Average		
STR	3D6+18	28-29	Move 12
CON	1D6+12	15-16	Hit points average 17-18
SIZ	4D6+6	20	Treasure factor 16
POW	3D6	10-11	
DEX	3D6	10-11	

Weapon	SR	Attack	Damage
Bite	8	75%	1D6+2D6+poison of potency CONx½ (rounded up)
Grapple*	8	50%	2D6†+poison of potency 1D4

* This consists of winding round a victim to grip with the pointy legs. Centipedes will use this as their first attack mode on victims larger than themselves (such as mounted riders).

† Anyone grappled by a centipede must roll DEXx5% or fall.

ARMOR—3 point skin.

GIANT CRABS

GIANT CRAB HIT LOCATION TABLE

Location	D20	Points
Right hind leg	01	5
Right mid-hind leg	02	5
Left hind leg	03	5
Left mid-hind leg	04	5
Hind body	05-08	7
Right fore leg	09	5
Right front leg	10	5
Left fore leg	11	5
Left front leg	12	5
Right claw	13-14	6
Left claw	15-16	6
Fore body and head	17-20	7

Everyone has seen a crab and needs no special description. Crabs are the largest of all arthropods, but the most gigantic crabs are deep-water. When not in the breeding season, crabs may range several miles inland. Crabs are scavengers and omnivores. Giant lobsters of enormous size have also been reported, but these are strictly aquatic.

Characteristics	Average		
STR 3D6+24	34-35	Move	8
CON 2D6+6	13	Hit points average	19
SIZ 3D6+24	34-35	Treasure factor	22
POW 3D6	10-11		
DEX 2D6	7		

Weapon	SR	Attack	Damage
Claw*	8	50%	1D10+3D6

* Both claws are usable simultaneously.

ARMOR—12 point shell.

OTHER SKILLS—Camouflage 75%.

GUARD BEETLES

These large beetles are tameable, if taken as a grub and sometimes used as watchdogs to protect homes or treasure houses. They are incapable of flight, though they do possess wing cases. They are popular among trolls.

Characteristics	Average		
STR 2D6+12	19	Move	6
CON 2D6+6	13	Hit points average	15
SIZ 3D6+6	16-17	Treasure factor	12
POW 3D6	10-11		
DEX 2D6	7		

Weapon	SR	Attack	Damage
Bite	9	50%	1D10+1D6

ARMOR—6 point shell.

GUARD BEETLE HIT LOCATION TABLE

Location	D20	Points
Right hind leg	01	3
Right center leg	02	3
Left hind leg	03	3
Left center leg	04	3
Abdomen	05-08	5
Thorax	09-12	6
Right fore leg	13-14	3
Left fore leg	15-16	3
Head	17-20	5

PERIPATI

This immense worm has multiple legs and three rasping mouth-saws. They are only found in forests and jungles and ruins after or during heavy rain. Their eyes are on the tips of long tentacles. A favored trick is to hide the body and leave just the eyes, looking like the stalks of some dead plant, poking out. These animals fear fire and have a 5% cumulative chance per round of becoming demoralized if fire is used against them. This must be fire in some effective form — a lantern or candle will not frighten the peripatus.

PERIPATUS HIT LOCATION TABLE

Location	D20	Points
Tail	01-06	5
Body	07-14	6
Head	15-20	5

Characteristics	Average
STR 2D6+20	27
CON 3D6	10-11
SIZ 2D6+20	27
POW 3D6	10-11
DEX 3D6+6	16-17

Move	7
Hit points average	14-15
Treasure factor	12

Weapon	SR	Attack	Damage
Bite	5	50%	3D4
Trample*	5	75%	4D6
Glue†	1	50%	Special**

* The peripatus can bite and trample the same foe, or trample one enemy and bite another. The trampling need not be against a prone foe (the beast can rear up to an amazing height).

† Since the peripatus has two firing tubes, it can squirt twice a round, simultaneously. This can be at two different foes, if desired.

** The peripatus has two fore tubes through which it can squirt a gluey fluid up to 20 meters distant. This liquid acts just as a glue spell, and the target is glued to the ground with glue of a STR of the peripatus' CON. An immobilized target cannot attack or use defense, but he can parry. If he is attempting to break the glue, he may not even parry.

ARMOR—1 point skin.

GIANT SCORPIONS

These come in many colors; green, tan, black, or red. They dwell in deserts, jungles, or ruins.

GIANT SCORPION HIT LOCATION TABLE

Location	D20	Points
Right back leg	01	3
Right hind leg	02	3
Right fore leg	03	3
Right front leg	04	3
Left back leg	05	3
Left hind leg	06	3
Left fore leg	07	3
Left front leg	08	3
Tail	09-10	5
Abdomen	11-13	6
Thorax and head	14-16	6
Right pincer	17-18	5
Left pincer	19-20	5

Characteristics	Average
STR 3D6+12	22-23
CON 2D6+6	13
SIZ 2D6+12	19
POW 3D6	10-11
DEX 2D6+3	10

Move	7
Hit points average	15
Treasure factor	15

Weapon	SR	Attack	Damage
Sting*	8	40%	1D6+2D6+poison potency equal to CON
Pincer*	8	40%	1D6+2D6+grapple†

* Both pincers and the sting may attack simultaneously.

† If a pincer hits an opponent, in addition to doing damage, the victim is grappled, and must match STR vs. STR to escape. He may choose to strike and parry instead. Any victim being clutched by both pincers is automatically hit by the sting (100%) and loses any defense bonus he may have.

ARMOR—4 point skin.

GIANT SPIDERS

2 Meter Spider

<i>Characteristics</i>		<i>Average</i>			
STR	2D6+6	13	Move	10	
CON	3D6	10-11	Average hit points	11-12	
POW	3D6	10-11	Treasure factor	12	
DEX	2D6+6	13	Defense	05%	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	8	30%	1D6+1D4+poison of potency equal to hit points
Webbing	2	65%	Special*

ARMOR—2 point skin.

4 Meter Spider

<i>Characteristics</i>		<i>Average</i>			
STR	4D6+12	26	Move	8	
CON	3D6	10-11	Average hit points	14-15	
INT	1D6	3-4	Treasure factor	15	
POW	3D6	10-11			
DEX	2D6+6	13			

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	6	45%	1D6+2D6+poison of potency equal to hit points
Webbing	2	65%	Special*

ARMOR—4 point skin.

6 Meter Spider

<i>Characteristics</i>		<i>Average</i>			
STR	6D6+18	39	Move	6	
CON	3D6	10-11	Average hit points	17-18	
INT	2D6	7	Treasure factor	22	
POW	3D6	10-11			
DEX	2D6+6	13			

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	6	60%	1D6+4D6+poison of potency equal to hit points
Webbing	2	65%	Special*

ARMOR—6 point skin.

These come in many varieties. All the types here are mobile hunters, but stories persist of immense sedentary webspinners from dense jungles and caverns. Although giant spiders may possess a type of intelligence, they rarely cooperate with others, preferring to feed on them. In combat, they can stand on four legs and use the back two pairs to hurl a swath of webbing at their prey. The spider's % chance to hit with the webbing is equal to its DEXx5. It has a range equal to the spider's STR in meters. The spider may utilize webs to immobilize prey or seal off passages or to create bridges.

GIANT SPIDER HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right back leg	01	4
Right hind leg	02	4
Left back leg	03	4
Left hind leg	04	4
Abdomen	05-08	7
Right fore leg	09-10	4
Right front leg	11-12	4
Left fore leg	13-14	4
Left front leg	15-16	4
Head	17-20	7

* Webbing acts as a Glue spell affecting the victim's entire body. The STR of the web is equal to half the SIZ of the spider. Successive layers of web are cumulative and add to the STR of the total. An ensnared victim cannot do anything but attempt to break out. A spider may not bite and throw webbing in the same round. Webbing covers an area equal to half the body length of the spider in diameter.

OTHER SKILLS—Climbing 90%; Move Silently 75%; Hide in Cover 60%.

STINGWORMS

Stingworms are a slimy worm-like creature up to about 2-3 meters long. They possess a long proboscis that glistens with poison. In breeding, they will paralyze a victim and then drag him off underground to serve as living food for the larval stingworms. Stingworms are nearly always found in small colonies and it is rare to encounter fewer than 5-6.

Characteristics	Average		
STR 3D6	10-11	Move	4
CON 3D6	10-11	Hit points average	10-11
SIZ 1D6+6	9-10	Treasure factor	6
POW 1D6+6	9-10		
DEX 2D6	7		

Weapon	SR	Attack	Damage
Sting @	10	40%	1D6+poison of potency equal to CON+3, paralytic

ARMOR—1 point skin.

STINGWORM HIT LOCATION TABLE

Location	D20	Points
Tail	01-06	5
Body	07-14	6
Head	15-20	5

GIANT TERMITES

Characteristics	Average		
STR 4D6	14	Move	8
CON 3D6	10-11	Hit points average	9-10
SIZ 2D6	7	Treasure factor	
POW 1D6+6	9-10	Termites	6
DEX 3D6	10-11	Nasutes	7

Weapon	SR	Attack	Damage
Worker bite	9	25%	1D6
Warrior bite	9	25%	1D10
Nasute squirt	3	25%	Special*

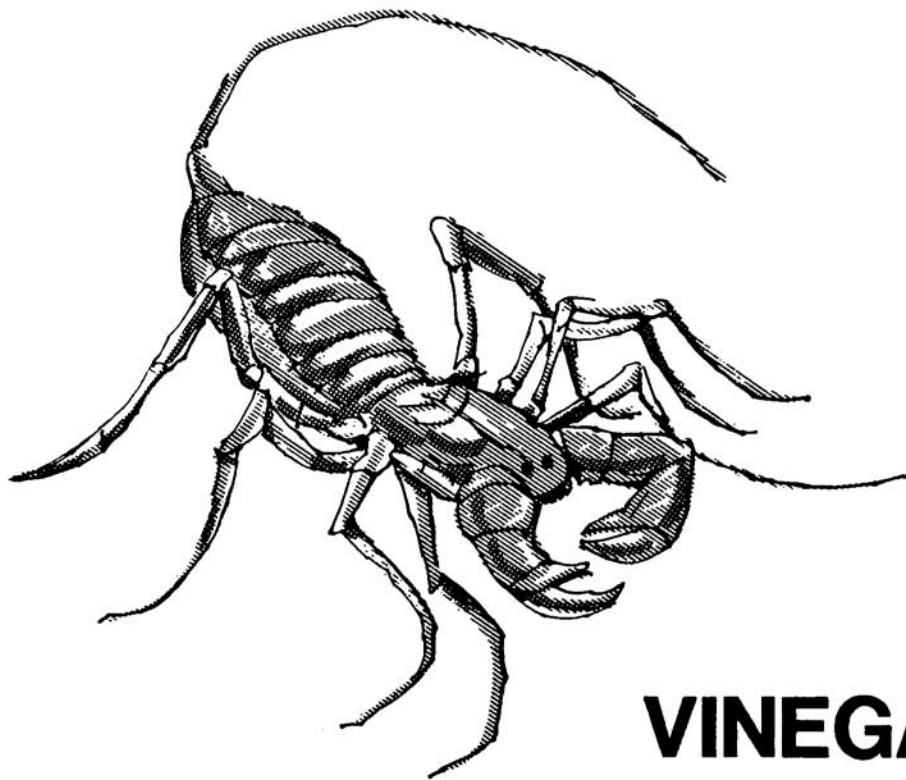
* Nasutes can squirt a globule of fluid up to 20 meters. If it strikes a foe, the globule acts as a Glue spell (STR equal to the termite's CON) immobilizing the part of the body struck. Leg hits pin the leg to the ground — thus the victim cannot move, and in addition loses his defense bonus. Arm hits pin that arm to the side and render that limb useless. Body hits gum up the victim generally and cause a general slowing down — he loses half his parry and defense chance. Head hits cause suffocation — the victim takes damage as if drowning. Removing the glue requires alcohol or other non-water cleanser, a successful STR vs. STR roll, and a simultaneous roll by the cleaning person of DEX or less on D100! For head hits, a roll of DEXx3 or less on D100 will clear the gum away from the nostrils so he can breathe, however, he is still blinded.

ARMOR—3 point head, 1 point each on other body areas.

Giant termites act similarly to ants. Daylight demoralizes termites and they will prefer to remain within their immense mounds. Worker termites can create a 10 cm thick cement wall 3x3 meters across in half an hour if working alone. Each additional worker lessens the time by 5 minutes to a minimum of 5 minutes to create the wall (with six workers). One in three termites is a warrior with a much larger head and hooked jaws. Some mounds employ nasute warriors instead of or as well as normal biting types. Nasutes cannot bite and their head is elongated into a snout.

GIANT TERMITE HIT LOCATION TABLE

Location	D20	Points
Right hind leg	01	3
Right center leg	02	3
Left hind leg	03	3
Left center leg	04	3
Abdomen	05-08	5
Thorax	09-12	6
Right fore leg	13-14	3
Left fore leg	15-16	3
Head	17-20	5



VINEGAROOONS

<i>Characteristics</i>	<i>Average</i>			
STR	4D6+12	26	Move	7
CON	2D6+6	13	Hit points average	16
SIZ	3D6+12	22-23	Treasure factor	16
POW	3D6	10-11		
DEX	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Pincer*	7	60%	1D8+2D6
Spray	3	100%	Varies with type†

* Both pincers may attack at once.

† A vinegaroon is capable of spraying out a cloud of mist up to ten meters away. This mist affects an area up to 3x3 meters across. The most common form of spray smells like vinegar (hence the name) and acts as an acid. It seeps through metal armor and destroys all non-metallic armor that the victim is wearing, including padding, leather, cuirboilli, and up to three points of natural skin armor (which can be regrown by a few weeks rest). Even clothing will hang in shreds. The second most common form of spray smells like chlorine gas and acts as poisonous gas of potency equal to 2D6. The third from likely to be met smells like formic acid, and is squirted rather than sprayed. If it hits its target (which can roll DEXx2% to attempt avoid being hit) he takes acid damage per hit location of normal acid of potency equal to CON.

ARMOR—4 point skin.

These odd arthropods are also known as whipscorpions. They resemble a large, dark scorpion, but the foreclaws are more massive and they lack the dreadful sting of true scorpions. Instead, they have a slender whiplike tail which connects up to a gland (at the tip of the abdomen). These are jungle- and swamp-dwellers.

VINEGAROOON HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right back leg	01	3
Right hind leg	02	3
Right fore leg	03	3
Right front leg	04	3
Left back leg	05	3
Left hind leg	06	3
Left fore leg	07	3
Left front leg	08	3
Abdomen and tail	09-13	6
Thorax and head	14-16	6
Right pincer	17-18	5
Left pincer	19-20	5

GIANT TICKS

<i>Characteristics</i>		<i>Average</i>	
STR	2D6+6	13	Move 3
CON	2D6+6	13	Hit points average 12
SIZ	2D6	7	Treasure factor 16
POW	2D6+3	10	
DEX	1D4+4	5-8	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite*	10	80%	1D4+6+paralytic poison of potency equal to CON

* Poison is only injected on the first round of the tick's attachment. On subsequent rounds, the tick drains 1D6 of STR from its victim. It is possible to pull a live tick off by matching STR vs. STR, but this causes an additional 2D6 of damage in the area the tick is attached to.

ARMOR—5 point skin.

OTHER SKILLS—Climbing 75%; Hide in Cover 75%.

Ticks live in forests and jungles. Usually they will lurk under a bush or in a treetop. Ticks can often carry disease, and if so, anyone bitten automatically contracts the acute form of the disease. In general, give a tick a 30% chance of carrying a disease. Of course, certain cults may breed strains of ticks in order to carry a disease.

GIANT TICK HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right back leg	01	4
Right hind leg	02	4
Left back leg	03	4
Left hind leg	04	4
Abdomen	05-08	7
Right fore leg	09-10	4
Right front leg	11-12	4
Left fore leg	13-14	4
Left front leg	15-16	4
Head	17-20	7

GIANT WASPS

GIANT WASP HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right hind leg	01	3
Right center leg	02	3
Left hind leg	03	3
Left center leg	04	3
Abdomen	05-08	5
Thorax	09-10	6
Right wing	11-12	4
Left wing	13-14	4
Right fore leg	15	3
Left fore leg	16	3
Head	17-20	5

Large social predators, giant wasps may feed directly off their prey or carry it home for their larva. Giant wasps are capable of carrying a rider, and a few peoples have managed to domesticate a wasp hive.

<i>Characteristics</i>		<i>Average</i>	
STR	4D6	14	Move 6/12*
CON	3D6	10-11	Hit points average 12-13
SIZ	3D6+6	16-17	Treasure factor 13
POW	3D6	10-11	Defense 10%
DEX	2D6+12	19	

* A wasp with rider is reduced to a maximum speed of 10. A wasp can carry a rider of maximum SIZ equal to or less than the wasp's STR.

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	6	35%	1D6+1D4
Sting	6	70%	1D8+1D4+poison of potency equal to CON

ARMOR—3 point skin.

Legendary Beings

This section includes those beings familiar to students of heraldry and Greek myth. Most of them are familiar to the wargamer as well, but a few are strange to most people, such as the argus or amphisboena. There should be no difficulty fitting any of these animals into an existing campaign. In Greek and medieval myth, many of these creatures appeared to be solitary, awaiting the lone traveler. In such cases, a well-armed and forewarned party of adventurers may tend to make short work of the scenario. To solve such problems, the monsters must be played intelligently. Rather than foolishly flying upon a party of warriors, a sphinx should speak to them from a short distance away, offering a riddle game — the stakes to be the life of a party member against safe passage. If the party appears aggressive, the sphinx would rapidly retreat to cover, hopefully before they released any missiles. If the sphinx held a grudge against the party for not agreeing to their offer, it would probably trail them and kill one of them in his sleep (or kill a guard on watch). The sphinx is more than a match for a lone man and should be able to bushwack and slay a single unaided human before his sleepy comrades have found their swords.

Harpies may simply fly about the party of adventurers, try

to snatch food if possible, and in general be hateful. . Harpies are cowardly and would stay out of bow range. One interesting tactic for a harpy to use against a party that she feels has wronged her is to fly on ahead and seek out groups of monsters to lead upon the adventurers' party. . .

Even the unintelligent creatures have interesting modes of attack that they can use in preference to being slaughtered by the party. A roc may drop great boulders upon a raiding group instead of descending into close combat, where it could be overwhelmed. If it dropped the stones from over 100 meters or so it would even be immune to battle magic. It seems reasonable that a roc would tend to stay away from battle from past experience.

This gets the idea across. The only real handicap these animals give the referee is that most players will immediately know what their abilities are and thus be able to negate them. Later sections have much less familiar monsters and the most astute player should often be at a loss. Of course, as I have shown, even the most well-known monster can use unexpected tactics to overcome a party. Remember, monsters never fight fair!

AMPHISBOENAE

A large serpent with a head at each end, the amphisboena is capable of taking one of its heads into the mouth of the other and rolling like a hoop at high speed. They are poisonous, of course.

AMPHISBOENA HIT LOCATION TABLE

Location	D20	Points
First head	01-06	5
Body	07-14	6
Second head	15-20	5

Characteristics	Average		
STR	3D6+6	16-17	Move 4 crawling
CON	2D6+6	13	10 rolling
SIZ	3D6+6	16-17	Hit points average 15
POW	3D6	10-11	Treasure factor 12
DEX	2D6+6	13	

Weapon	SR	Attack	Damage
Bite *	7	35%	1D6+1D6+poison of potency equal to CON

* Both heads may attack simultaneously, at the same or differing targets.

ARMOR—2 point skin.

ARGUSES

Argus is a sort of land-walking fish. It has a head with boar's tusks, and no eyes on its head. Instead, there are eyes dotted along the sides of its body, three on each side. Thanks to this feature, an argus cannot be sneaked up on or surprised.

ARGUS HIT LOCATION TABLE

Location	D20	Points
Right hind leg	01-02	4
Left hind leg	03-04	4
Hindquarters	05-07	6
Forequarters	08-10	6
Right fore leg	11-13	4
Left fore leg	14-16	4
Head	17-20	5

Characteristics	Average		
STR	3D6	16-17	Move 5
CON	2D6+6	13	Hit points average 15
SIZ	3D6+6	16-17	Treasure factor 11
POW	3D6	10-11	
DEX	2D6	7	

Weapon	SR	Attack	Damage
Gore*	9	50%	2D6+1D6
Trample†	9	75%	2D6 (to downed foes only)

* Resist on STR vs. STR (just as in a POW vs. POW attack) or the victim is knocked down.

† A downed victim can be trampled and gored simultaneously.

ARMOR—4 point scales.

CATOBLEPASES

These creatures have a low-hanging head with pink-rimmed eyes. They live in river valleys, and also possess iron scales and a bull-like body. On their head are long tentacular hair that can be utilized to ensnare opponents. They are tied to chaos, and have a chaos feature on a roll of their POW or less on D100. Some catoblepas have a special death ability. If a given catoblepas has no chaos feature, a successful second roll of POW or less on D100 indicates that it has the ability to gaze as does a basilisk.

CATOBLEPAS HIT LOCATION TABLE

Location	D20	Points
Right hind leg	01-02	4
Left hind leg	03-04	4
Hindquarters	05-07	6
Forequarters	08-10	6
Right fore leg	11-13	4
Left fore leg	14-16	4
Head	17-20	5

Characteristics	Average		
STR 4D6+6	20	Move	8
CON 3D6	10-11	Hit points average	12-13
SIZ 4D6+6	20	Treasure factor	17
POW 2D6+6	13		
DEX 2D6+3	10		

Weapon	SR	Attack	Damage
Bite*	8	40%	1D10+1D6
Trample†	8	75%	2D6 (to downed foes only)
Hair	4	90%	Grapple**

* A catoblepas can bite in the same round that it grapples with its hair or tramples.

† A catoblepas can only trample an opponent already grappled by its hair.

** The grapple procedure for a catoblepas is exactly the same as for a human, except that it always attempts to immobilize some body part. Once it has successfully immobilized some part, 5-10 tentacles retain their grip, and the catoblepas can continue to grapple until the victim is totally entwined. To break the hold, the victim must roll STR vs. STR against a particular immobilization. Once a victim is completely helpless, the catoblepas will bite and trample him until he is dead.

ARMOR—6 point scales (the hairs are so tough, numerous, and flexible that they are basically immune from damage).

FAUNS

Fauns are smallish woodland beings with the underparts of a deer and the upper torso and head of a man. They will often possess small horns. They are friendly to elves and are good musicians. They come from Roman mythology.

FAUN HIT LOCATION TABLE

Location	D20	Points
Right leg	01-04	4
Left leg	05-08	4
Abdomen	09-11	4
Chest	12	5
Right arm	13-15	3
Left arm	16-18	3
Head	19-20	4

Characteristics	Average		
STR 3D6	10-11	Move	9
CON 3D6	10-11	Hit points average	9-10
SIZ 2D6	7	Treasure factor	10
INT 3D6	10-11		
POW 2D6+6	13		
DEX 2D6+6	13		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage
Staff	4	30%	1D8

ARMOR—1 point skin on head, abdomen, and legs, otherwise as purchased.

SPELLS—Fauns can play magical tunes on their pipes — Demoralize, Detect Life, Extinguish, or a special Harmonize; all hearing must resist or dance for as long as the faun dances. These spells cost POW for the faun to play just as the battle magic spells. The main differences are that the spell lasts as long as the pipes play and ceases as soon as the piper stops. Non-fauns cannot use these pipes.

OTHER SKILLS—Hide in Cover 50%; Play Pipes 90%; Dance 80%.

GORGONS

<i>Characteristics</i>	<i>Average</i>		
STR 4D6	14	Move	7/10
CON 3D6	10-11	Hit points average	11-12
SIZ 4D6	14	Treasure factor	16
INT 3D6	10-11	Defense	05%
POW 1D6+12	15-16		
DEX 3D6+3	13-14		
CHA 2D6	7		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Claws*	8	50%	1D6+1D4
Serpents†	8	05%	Poison of potency 2D6
Glance**	2	100%	Petrifies

* Both claws may attack at once. If the gorgon claws, she may not attack via serpents.

† These 'serpents' are attached to the gorgon's head. 1D10 can attack in any given melee round. Although they only have a 05% chance to hit, any hit counts as a critical hit and introduces the poison.

** In melee, each opponent of the gorgon must roll INTx5 or less on D100 or meet her deadly glance. This must be repeated each melee round. If the gorgon surprises a party, each member of it must roll INTx3 or less on D100 to avoid her glance and this is also done if a gorgon is simply met unexpectedly. Anyone meeting the gorgon's glance must resist on POW vs. POW or be turned to stone.

ARMOR—5 point scales.

GORGON HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right leg	01-03	5
Left leg	04-06	5
Abdomen	07-09	5
Chest	10	6
Right wing	11-12	4
Left wing	13-14	4
Right arm	15-16	4
Left arm	17-18	4
Head	19-20	5

HARPIES

These filthy creatures have the heads and breasts of human females, but the rest of their body resembles that of a vulture. Harpies are notoriously dirty and delight in befouling the food and clothing of others. They are cowardly and will usually fly away if attacked unless they outnumber the foe. Any article of food struck by harpy droppings is inedible (except by a harpy).

<i>Characteristics</i>	<i>Average</i>		
STR 3D6	10-11	Move	3/10
CON 3D6	10-11	Hit points average	9-10
SIZ 2D6	7	Treasure factor	9
INT 3D6	10-11	Defense	05%
POW 3D6	10-11		
DEX 4D6	14		
CHA 1D6	3-4		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Claw*	8	30%	1D6
Stone	2	30%	1D6+height damage bonus†
Dung	2	75%	-1D10 from CHA**

* Both claws may attack simultaneously.

† There is a -05% chance to hit for each meter of height over the first two meters when dropping a stone or dung.

** Victim must wash in wine to clean off. Until he does, only creatures of chaos would associate with him.

ARMOR—1 point feathers.

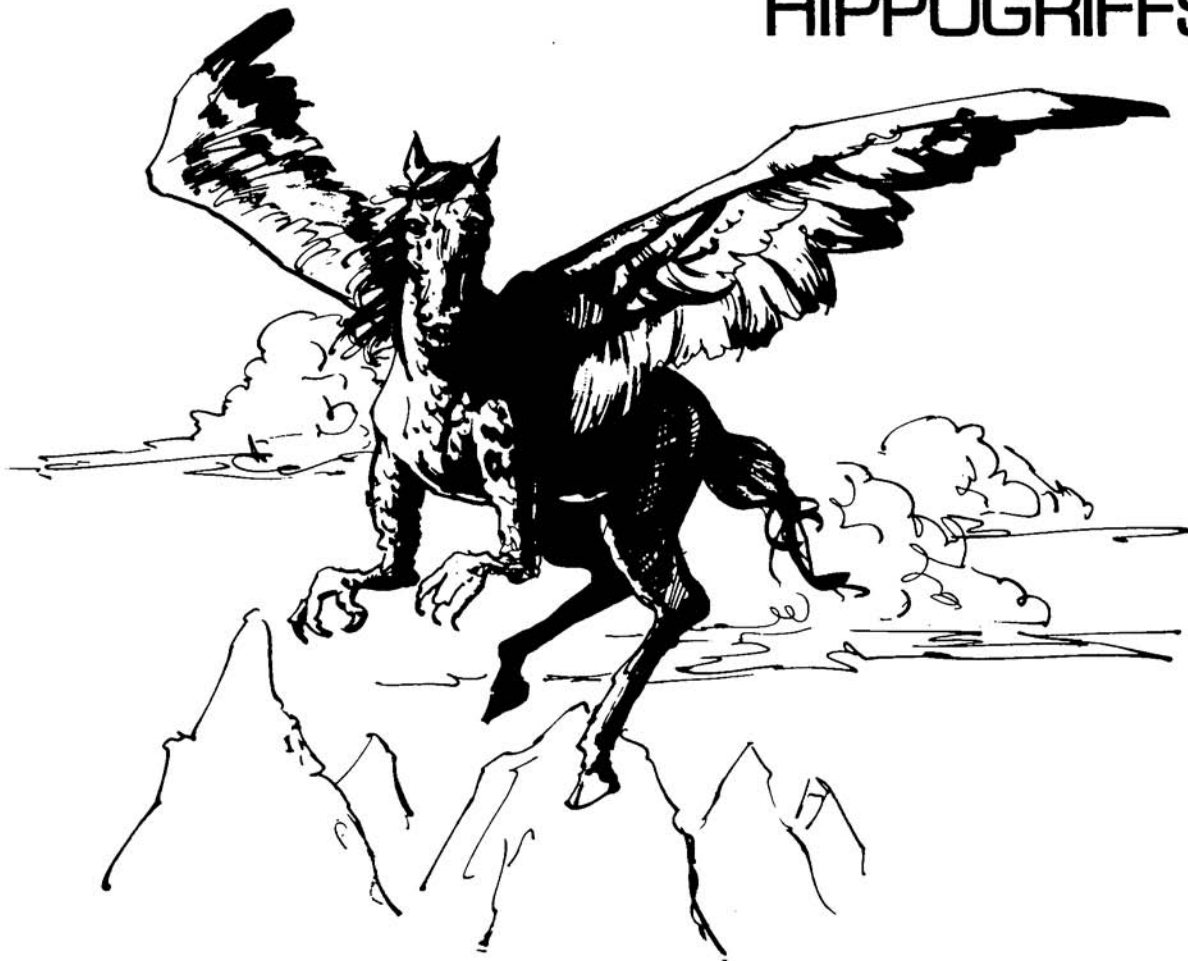
SPELLS—Ironhand; Speedart; Binding.

OTHER SKILLS—Flying 90%.

HARPY HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right leg	01-02	4
Left leg	03-04	4
Abdomen	05-07	5
Chest	08-09	6
Right wing	10-13	5
Left wing	14-17	5
Head	18-20	5

HIPPOGRIFFS



They look like they have a horse's body with eagle wings and foreclaws. They roam the high mountains and clouds and only rarely come to earth. Adults are untameable. The young are tameable if raised from the egg. When they hatch the prospective master must roll his POW+CHA or less on D100 to

tame the hippogriff. If he succeeds, he must make his riding roll $\frac{1}{2}$ to break it. If tamed, the creature remains loyal only to its master. If the taming fails then the hapless rider is carried up into the sky and dropped from a height of 1D10x10 meters. No magic can be used while taming. Minimum eight weeks tender care afterwards and will be full grown in one full game year.

HIPPOGRIFF HIT LOCATION TABLE

Location	D20	Points
Right hind leg	01-02	5
Left hind leg	03-04	5
Hindquarters	05-07	6
Forequarters	08-10	6
Right wing	11-12	4
Left wing	13-14	4
Right fore leg	15-16	5
Left fore leg	17-18	5
Head	19-20	5

Characteristics	Average		
STR 3D6+18	28-29	Move	12/12
CON 2D6+6	13	Hit points average	16
SIZ 3D6+12	22-23	Treasure factor	14
POW 2D6+6	13		
DEX 3D6+6	16-17		

Weapon	SR	Attack	Damage
Bite*	5	55%	1D10
Claw*	5	55%	1D6+2D6

* May use both claws and bite in the same round against up to three opponents.

ARMOR—3 point skin.

HYDRAE

<i>Characteristics</i>		<i>Average</i>		
STR	6D6+24	45	Move	6
CON	6D6+40	61	Hit points average	73
SIZ	6D6+24	45	Treasure factor	52
POW	8D6	28		
DEX	2D6+12	19		
<i>Weapon</i>		<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	5	90%	1D6+5D6+poison of potency 20+acid of potency 10	

ARMOR—12 point skin.

HYDRA HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Body	01-02	All
Heads	03-20	8 each*

* No matter what the size of the hydra, each head has but 8 hit points. To determine the the number of heads, divide the total hit points of the hydra by eight and round down. This applies to initial heads only. The average hydra would have nine heads.

This is meant to be a one-of-a-kind monster and only the most diabolical referees would populate an area with several of these things. The historical hydra was capable of regrowing heads. For game purposes, a head cannot be reduced to less than zero hit points. In the next melee round, two head sprout on that site and they can attack in the second melee round after a head was reduced to zero. A character that is capable of dividing up his attacks, such as a Rune Lord or weaponmaster, can divide his attack to hit more than one head in a round. Note that the damage done to a hydra is not regenerated, even though the heads regrow. Thus, if a head is destroyed, it will count against the hydra's hit point total. In this manner, the hydra will eventually take enough damage to be slain even though it will have a veritable forests of head by that time.

Hercules prevented growth of the head by searing the stumps with fire, but different methods should be used for each different hydra. Suggested examples include:

- immersing the neck stumps in acid (of at least potency 12) to prevent regrowth.
- the pollen of a certain rare plant must be dusted over the stumps to prevent growth.
- all the hydra's heads must be Befuddled to stop growth.
- an 8 point Healing spell must applied to stop regrowth by sealing over the wound.
- the hydra must be entirely coated with blood before it becomes vulnerable.
- a separate Divine Intervention must be used for each head in order to keep it down.

Spells such as Befuddle, Demoralize, and the like only affect one head the hydra. All heads defend with the creature's full POW.

LESSER

HYDRAE

LESSER HYDRA HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Body	01-02	7
Heads	03-20	4*

* All heads have 4 hit points. To determine the number of heads, divide the hit points by four. The average lesser hydra would have five heads.

For those referees that refuse to unleash the horror of the full hydra upon their hapless characters, I have included a creature which can best be accepted as the stunted spawn of the full hydra. They still very deadly.

Most spells, such as Befuddle, Demoralize, etc., only affect one head.

The majority of lesser hydrae cannot regrow their lost heads.

<i>Characteristics</i>		<i>Average</i>		
STR	2D6+12	19	Move	6
CON	1D6+12	15-16	Hit points average	19-20
SIZ	2D6+18	25	Treasure factor	22
POW	2D6+6	13		
DEX	2D6+12	19		

<i>Weapon</i>		<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	5	40%	1D6+2D6+poison of potency equal to POW+acid of potency equal to POWx½	

ARMOR—6 point skin.

LAMIAE

Lamiae are a sort of vampire. They resemble a beautiful woman with the lower torso of a serpent. Lamiae are capable of casting an illusion to cause their whole body to appear as a woman's. They prey on male humanoids by matching their POW vs. the male's INT as if in a POW vs. POW magical attack. If the lamia overcomes, then the male is hopelessly in love with her as long as she is within sight. They are not undead, and regenerate POW normally.

<i>Characteristics</i>		<i>Average</i>		
STR	3D6	10-11	Move	6
CON	3D6	10-11	Hit points average	11-12
SIZ	4D6	14	Treasure factor	12
INT	3D6	10-11	Defense	05%
POW	2D6+6	13		
DEX	4D6	14		
CHA	2D6+6	13		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	8	30%	1D6+STR drain*
Constriction	8	30%	1D4+constriction†

* The lamia's bite drains 1D6 of STR from the victim for each round she remains attached.

† Each round the lamia constricts the victim, he takes 1D4 damage to a hit location. Armor only protects until overcome.

ARMOR—Snake body has 2 point scales.

SPELLS—Illusion capability (treat as a 2 point Rune spell);
Love spell (by matching POW vs. INT).

LAMIA HIT LOCATION TABLE

<i>Location</i>	<i>D02</i>	<i>Points</i>
Tail	01-06	5
Abdomen	07-10	5
Chest	11-12	6
Right arm	13-15	4
Left arm	16-18	4
Head	19-20	5



ROCS

<i>Characteristics</i>		<i>Average</i>			
STR	20D6	70		Move	6/12
CON	3D6+15	25-26		Hit points average	40-41
SIZ	20D6	70		Treasure factor	33
POW	1D6+12	15-16			
DEX	3D6	10-11			

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Claw*	7	95%	1D6+8D6
Peck*	7	95%	1D10+8D6
Dropped rock	3	95%	to 700 kgs

* Can peck and claw simultaneously, but not at the same target.

ARMOR—12 points of skin and feathers.

These are immense birds of prey, capable of feeding upon elephants or immense serpents. Typically humans are too small for them to bother with, but if humans are found molesting their nest they will attack and pursue. They have been known to attack ships by lifting up huge blocks of stone and dropping them upon the ships.

Rocs begin with a SIZ and STR of 6D6, growing at the rate of 2D6 per year until they reach full size of 20D6. They are capable of flight after the first year and breed every 20 years.

ROC HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right claw	01-03	13
Left claw	04-06	13
Body	07-10	15
Right wing	11-13	14
Left wing	14-16	14
Head	17-20	14

SATYRS

Satyrs were believed in by several ancient peoples, including the Greeks, the Jews, and most medieval European cultures. Satyrs bear a superficial resemblance to fauns but are gnarled and brown. They have the lower parts of either a horse or goat and may have long curled horns like either a goat or ram. Satyrs dwell in desolate places such as deserts and forests. They are feared by dryads and most elves will avoid them. They are famous for lechery and will go to great lengths to kidnap a woman.

<i>Characteristics</i>		<i>Average</i>			
STR	6D6	21		Move	9
CON	2D6+6	13		Hit points average	15
SIZ	4D6	14		Treasure factor	15
INT	2D6+6	13			
POW	4D6	14			
DEX	3D6+6	16-17			
CHA	1D6	3-4			

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Club	9	45%	1D8+2+1D6
Butt*	10	45%	1D6+1D6

* The head butt may be made simultaneously with other attacks.

ARMOR—2 point skin, plus whatever the satyr can salvage.

SPELLS—Satyrs use pipes to cast spells in the same manner as do fauns. However, their spells are different. They may cast Fanaticism, Demoralize, Sleep (as the Chalana Arroy spell), Harmonize (as the faun Harmonize), or Madness. Madness causes the victims to resist the satyr or be happily insane for 1D6 days. During this time they will sing merrily or scream in fear, but not react to any outside stimuli. Victims may not resist the satyr-cast Fanaticism, Demoralize, or dancing-Harmonize.

OTHER SKILLS—Hide in Cover 75%; Play Pipes 90%; Move Quietly 50%.

SATYR HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right leg	01-04	5
Left leg	05-08	5
Abdomen	09-11	5
Chest	12	6
Right arm	13-15	4
Left arm	16-18	4
Head	19-20	5

SPHINXES

A sphinx may come in several forms, and may or may not lack wings according to the race. All types, however will have a lionlike body and a human head. Sphinxes often hunt along paths and other places where men are likely to be. They have a twisted sense of humor and respect intelligence. This is usually manifested by some task they set their prospective victim before slaying him. They may force him to answer a riddle, a philosophical question, or even ask the sphinx a riddle. If the victim fails in the task, the sphinx immediately attacks with surprise.

<i>Characteristics</i>	<i>Average</i>			
STR	4D6+12	26	Move	9/10
CON	3D6	10-11	Hit points average	13-14
SIZ	6D6	21	Treasure factor	15
INT	4D6	14		
POW	2D6+6	13		
DEX	2D6+6	13		
CHA	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Claw*	7	50%	1D8+2D6

* Both claws may attack simultaneously.

ARMOR—2 point skin.

SPELLS—Protection; Ironhand; Befuddle; Detect Life; Healing.

SKILLS—Riddling 90%.

SPHINX HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right hind leg	01-02	5
Left hind leg	03-04	5
Hindquarters	05-07	6
Forequarters	08-10	6
Right wing	11-12	4
Left wing	13-14	4
Right fore leg	15-16	5
Left fore leg	17-18	5
Head	19-20	5

CELTIC HORRORS

Many North Americans are of English, Welsh, or Scottish descent, yet we know more about the history of Greeks and Romans than we do about our own background.

This section includes some of the terrifying creations of the Gaelic mind. They share the common feature that they are much more repulsive and (to me, at least) much more interesting than the compound monsters of Greek manufacture. Many of them almost seem to have come from a ghost story of unusual hideousness. The sphinxes, gorgons, chimerae, and hydrae that frightened the Greeks pale to insignificance before

the boneless brollachan, skinless nuckelavee, gnarled fachan, or gory redcaps of Celtic tales. Another interesting difference is that the Celtic creations are more unified. The griffin of heraldry is composed of an eagle crossed with a lion. The harpy is a vulture crossed with a woman. But the brollachan has no near antecedents.

Another common feature that these animals have is that they are almost unanimously connected to water in some fashion. These monsters would be rare on a desert plain or in a jungle. I think you'll enjoy them.

BARGUESTS

<i>Characteristics</i>		<i>Average</i>		
STR	3D6+6	16-17	Move	10
CON	3D6	10-11	Hit points average	12-13
SIZ	3D6+6	16-17	Treasure factor	12
INT	2D6	7		
POW	2D6+8	15		
DEX	3D6	10-11		
CHA	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	8	50%	1D8+1D4

ARMOR—3 point skin.

SPELLS—Demoralizing stare.

OTHER SKILLS—Move Quietly 75%.

Barguests are a sort of fairy dog. They are always described as having huge eyes, in one case ringed with a red ring, then white, then blue. They are large. Some run free, terrorizing travelers, and causing trouble. Others are attached to a particular temple and guard it against intruders. If a barguest is struck by any physical weapon, the striker takes 1D8 of damage directly to his CON. The barguest is also damaged, of course. Barguests have the ability to Demoralize foes by simply staring on them with their immense eyes. If the victims fail to resist POW vs. POW, they are Demoralized and attempt to flee.

Just as in vampires, barguests have double the normal hit points in each hit location. To be dispelled, they must be reduced to zero in the head, hindquarters, or forequarters, or lose double their hit point total. This will cause them to dissolve into mist. If the barguest is a guardian beast, it is released from service. In any case, it cannot reappear in that region.

BARGUEST HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right hind leg	01-02	8
Left hind leg	03-04	8
Hindquarters	05-07	12
Forequarters	08-10	12
Right fore leg	11-13	8
Left fore leg	14-16	8
Head	17-20	10

BROLLACHANS

Brollachans are sometimes given the name of shapeless. Their appearance is indeed amorphous, the only features being two eyes and a wide, grinning mouth. They are associated with marshes and pools of water. Brollachans are sometimes found as the child of a vough or other water demon.

BROLLACHAN HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Body	01-20	All

<i>Characteristics</i>		<i>Average</i>		
STR	5D6	17-18	Move	7
CON	3D6	10-11	Hit points average	12-13
SIZ	5D6	17-18	Treasure factor	11
INT	2D6	7		
POW	2D6+6	13		
DEX	1D4+4	5-8		
CHA	1D6	3-4		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Enfold*	9	50%	1D6/round+suffocation†
Bite*	9	20%	1D6+1D6

* Both attacks may be used at once, at the same or different opponents.

† Each round of being enfolded, in addition to taking 1D6 damage, the victim must roll CONx5 or less on D100 or take 1D6 damage to his chest from suffocation. An enfolded victim must resist STR vs. the brollachan's STR in order to attack back.

ARMOR—1 point skin.

SPELLS—Usually at least two battle magic spells.

FACHANS

Fachans have one eye in their forehead, one arm coming out of their chest, one leg supporting their body, and a coating of feathers. Fachans love magical weaponry, and often possess magical weapons. They often possess blade venom, and are not uncommonly found with an iron weapon of some sort. They love to fight and slay, and are of incredible strength. They have a prodigious leaping ability — a fachan can leap a distance

FACHAN HIT LOCATION TABLE

Location	D20	Points
Leg	01-06	5
Abdomen	07-10	6
Chest	11-12	7
Arm	13-16	5
Head	17-20	5

in meters equal to their STR, and a height equal to ¼ of their STR. Occasional cults have beguiled fachans to serve them, usually by offering such treasures as Seal Wound matrices and the like.

Beginning fachans are of course less skilled in fighting, but beginning fachans are rarely encountered.

Characteristics	Average		
STR	3D6+24	34-35	Move 6
CON	2D6+6	13	Hit points average 19
SIZ	3D6+24	34-35	Treasure factor 20
INT	2D6+3	10	
POW	3D6	10-11	
DEX	1D6+6	9-10	
CHA	1D6	3-4	

Weapon	SR	Attack	Damage	Parry	Points
Flail	3	90%	2D6+2D3D6	70%	15
Fist	7	50%	3D6		

ARMOR—4 point skin plus 2 point leather plus 3 point feathers for a total of 9 points.

SPELLS—Bladesharp or Bludgeon; Fanaticism.

KELPIES

Kelpies are a lake- or sea-being that resembles an ugly, shaggy, horse. They are carnivorous and carry their prey into the sea, there eating everything but the liver which is washed up on shore the next morning. Kelpies are capable of speech and will vary in ferocity according to the area wherein they are found. If a bridle is flung over a kelpie's head and then mounted, it is sometimes possible to tame them. The rider must make his riding percentage minus the kelpy's POWx5. If he succeeds, the kelpy will serve him until it touches lake- or stream-water. If the rider fails in his attempt, the kelpy will fling him off and then attack. Anyone unwittingly touching a kelpy's skin will find that the skin is adhesive and that they cannot let go. The

adhesive hide acts as a Glue spell (effective on flesh) and a strength equal to the kelpy's POW. This special feature of the kelpy is only operative if it is touched, not struck, so that blows struck in anger will not stick to the kelpy's skin. If a character becomes stuck to a kelpy by mischance, the kelpy will proceed to gallop off with him into the nearest body of water and drown him.

Characteristics	Average		
STR	2D6+24	31	Move on land 12
CON	2D6+6	13	swimming 12
SIZ	2D6+24	31	Hit points average 18
INT	3D6	10-11	Treasure factor 16
POW	4D6	14	
DEX	2D6+6	13	
CHA	2D6	7	

Weapon	SR	Attack	Damage
Kick*	6	50%	1D8+3D6
Bite*	6	50%	1D10
Rear and plunge*	6	50%	2D8+3D6
Trample*	6	75%	6D6

* All notes are same as those for horses.

ARMOR—2 point skin.

SPELLS—Any, usually at least three battle magic spells.

OTHER SKILLS—Speak Waterspeech 90%.

KELPY HIT LOCATION TABLE

Location	D20	Points
Right hind leg	01-02	4
Left hind leg	03-04	4
Hindquarters	05-07	6
Forequarters	08-10	6
Right fore leg	11-13	4
Left fore leg	14-16	4
Head	17-20	5

NUCKELAVEES

This terrifying supernatural creature is a sort of sea-demon which raids land. He resembles a huge man with a swollen head riding on the back of a horse. However, he has no human legs – his torso melts right into the horse's body, making him into a sort of centaur. The horselike body has flippers as well as hooves on its legs and snorts forth steam from its nostrils. Nuckelavee is skinless – his muscles, nerves, and blood vessels are bare to the view, making him especially horrible looking. Fresh water acts as acid of potency 1 on his body. He is malignant to land life and will attempt to spread havoc among farmers and woodland. Nuckelavees are immune to non-Rune metals, just as lycanthropes. Because of their demonic nature, they have a 4 point Rune magic Shield spell on them. This cannot be dispelled. His appearance is so horrible that any viewing a nuckelavee for the first time must resist on POW vs. POW or be Demoralized for the duration of the combat. He may be served by evil sea being. They often have Rune magic and are known to spread pestilences.

If nuckelavee can incapacitate a victim, he will usually seize him in his horse mouth and gallop off into the sea with him.

NUCKELAVEE HIT LOCATION TABLE

Location	D20	Points
Right hind leg	01-02	5
Left hind leg	03-04	5
Hindquarters	05-06	5
Forequarters	07	6
Right fore leg	08-09	5
Left fore leg	10-11	5
Horse head	12-13	5
Chest	14	6
Right arm	15-16	4
Left arm	17-18	4
Head	19-20	5

Characteristics	Average		
STR 2D6+18	25	Move	12
CON 2D6+6	13	Hit points average	21
SIZ 2D6+30	37	Treasure factor	22
INT 3D6	10-11		
POW 3D6+6	16-17		
DEX 3D6	10-11		
CHA 2D6	7		

Weapon	SR	Attack	Damage
Kick*	7	60%	1D10+3D6
Rear and plunge*	7	75%	2D10+3D6
Trample*	7	75%	6D6
Hands†	7	90%	1D6+3D6

* All notes same as with horses.

† Nuckelavee can strike with his hands and use any mode of horse attack simultaneously.

ARMOR—None, except for Shield spell.

SPELLS—Binding; Xenohealing (self only); appearance acts as Demoralize.

RUNE SPELLS—Summon Small Undine; Discorporation; Concealment.

REDCAPS

The redcap is a malignant being created, maintained, or attracted by ancient sites where much bloodshed has occurred. A redcap begins its life with only 3D6 CON points, but for every sentient being it slays, 1 point of CON is added onto the total. If a redcap is slain physically or abolished magically (both Turn Undead and Free Ghost will work), then it goes back to only 3D6 points of CON. Redcaps do not regenerate hit points, nor can they be healed. However, they can redistribute their hit points among their locations. Occasionally a redcap will consent to act as a sort of familiar to a notorious robber or brutal noble. The usual terms are that the redcap will serve faithfully as long as its cap is kept moist with blood (hence the common name). It requires redipping in a victim's blood at least twice daily with either one sentient victim each time or two nonsentient.

<i>Characteristics</i>		<i>Average</i>			
STR	3D6+12	22-23	Move	9	
CON	3D6+2D6+	17-18+	Hit points average	18-19+	
SIZ	3D6	10-11	Treasure factor	18	
INT	3D6	10-11	Defense	05%	
POW	2D6+12	19			
DEX	3D6	10-11			
CHA	2D6	7			

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
Spear	6	65%	1D8+1+1D6	65%	15
Claw*	9	40%	1D6+1D6		

* Will strike with the spear, then with the claw, or with both claws at once if the spear is broken.

ARMOR—None natural, heavy scale (5 points).

SPELLS—Bladesharp, Strength, Mindlink (with chosen master).



REDCAP HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right leg	01-04	6
Left leg	05-08	6
Abdomen	09-11	6
Chest	12	7
Right Arm	13-15	5
Left Arm	16-18	5
Head	19-20	6

STOOR WORMS

These creatures are apparently related to wyrms, dragons, and wyverns. They lack wings and legs both, and are unintelligent. They thus resemble a large snake more than anything else. Their head is draconic, however and they are often found coiled up around some object. They make good treasure guardians. They possess the chaotic feature of regeneration, and will regenerate 1 hit point per location per round. If cut in two, they can rejoin, and are thus tough opponents. Fire prevents regeneration, as will some magical attacks.

STOORWORM HIT LOCATION TABLE

Location	D20	Points
Tail	01-06	8
Body	07-14	9
Head	15-20	8

Characteristics	Average		
STR	12D6	42	Move 6
CON	1D6+12	15-16	Hit points average 23-24
SIZ	12D6	42	Treasure factor 22
POW	4D6	14	
DEX	2D6	7	

Weapon	SR	Attack	Damage
Bite	8	55%	1D10+4D6
Breath*	1	100%	Gas of systemic poison of potency equal to POW

* The cloud of gas fills a 4x4 meter sphere and affects all within. The worm can expel such a cloud every five melee rounds.

ARMOR—6 point skin.

This monster inhabits small ponds and lakes. It preys on fishermen, stray animals, and occasional travelers. It resembles an immense limbless toad. In place of legs it possess great bat-like wings and it has a long, mobile tail.

Characteristics	Average		
STR	3D6+6	16-17	Move 9 in flight
CON	3D6	10-11	Hit points average 13-14
SIZ	3D6+12	22-23	Treasure factor 12
POW	2D6+6	13	
DEX	2D6	7	

Weapon	SR	Attack	Damage
Bite*	8	50%	1D10+1D6
Tail†	8	75%	1D6+constriction

* In addition to causing damage, the water-leaper will hang on when it bites and try to drag its victim back into the pond to drown him. If the victim is able to resist, roll on STR vs. STR. If the water-leaper fails to drag the victim into the pond after one try, it will let go and attack again.

† After hitting once, the tail will hang on and continue to do 1D6 points cumulative damage to the original hit location each round. Armor protects only until its absorption rate is overcome. It may bite simultaneously with tail attacks.

ARMOR—3 point hide.

OTHER SKILLS—Hide in Cover 80%.

BESTIARY

WATER-LEAPERS

WATER-LEAPER HIT LOCATION TABLE

Location	D20	Points
Tail	01-04	5
Abdomen	05-08	5
Chest	09-12	6
Right wing	13-14	4
Left wing	15-16	4
Head	17-20	5

VOUGHS

The vough is a water-demon. They usually inhabit pools or rivers and sometimes a millpond. Voughs are usually maleficent and attempts to slay passersby. People living near a vough will generally sacrifice a sheep or goat to her on occasion in return (they hope) for relative immunity from the vough's depredations. Voughs are always female and resemble a hag in wet robes. When in water, a vough may attack as a large water elemental. When out of the water, a vough loses 1 point of STR for each 20 meters it goes from water.

<i>Characteristics</i>			<i>Average</i>	
STR	6D6	21	Move	8/12 swimming
CON	3D6	10-11	Hit points average	10-11
SIZ	3D6	10-11	Treasure factor	13
INT	3D6	10-11	Defense	05%
POW	2D6+8	15		
DEX	2D6+6	13		
CHA	2D6	7		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
Claw*	8	80%	1D6+1D4		
Whip*	4	40%	1D10†	40%	8

* A vough will first strike with the whip and then with the claw, if strike rank permits. The claws of a vough are made of sea-metal and can strike a lycanthrope.

† Any victim struck by the whip is held immobile as the whip coils around him. The vough will then attempt to drag him into the pond. To avoid this fate, he must roll STRx5 or less on D100. If he fails this roll, he is flung into the pond and must remain there helpless until he drowns or his friends rescue him. If he makes the roll, the whip uncoils and he is freed. Note that if he is flung into the pond, the whip uncoils, but he remains paralyzed until a friend can drag him out.

VOUGH HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right leg	01-04	4
Left leg	05-08	4
Abdomen	09-11	4
Chest	12	5
Right claw	13-15	3
Left claw	16-18	3
Head	19-20	4

ARMOR—2 point skin, plus soaking wet robes worth 3 point for a total of 5.



H. P. Lovecraft Creations

H. P. Lovecraft originated all of these monsters in his excellent books of supernatural horror. Most bear little, if any, resemblance to conventional fantasy and tend to the spooky story genre, but the alien beings he originated and the vast pantheon he developed are certainly useful to a role-player.

Few of the races would have anything to do with an outsider from another race. Most of them also seemed to be continually plotting against the Earth with sinister designs. They would have no use for money, but may go out in raiding parties for magic items or knowledge.



DEEP ONES

<i>Characteristics</i>		<i>Average</i>			
STR	4D6	14	Move	8/10	swimming
CON	3D6	10-11	Hit points average	11-12	
SIZ	4D6	14	Treasure factor	11	
INT	3D6	10-11			
POW	3D6	10-11			
DEX	3D6	10-11			
CHA	2D6	7			

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
Trident	5	25%	1D6+1+1D4	25%	12
Claw	9	25%	1D6+1D4		

ARMOR—1 point skin plus (usually) fish-hide for 3 more points for a total of 4.

SPELLS—Demoralize; Healing.

These are from H. P. Lovecraft's Cthulhu Mythos. They are a sort of humanoid fish-from hybrid. They are capable of interbreeding with humans, when the progeny typically starts life as typical (if rather ugly — CHA of 2D6) humans, and gradually metamorphose into a frogman. Once the onset begins, it is very rapid, and complete in a few months. In the case of a hybrid, 1D20+20 in years can be used to give the at metamorphosis. The deep ones themselves are almost immortal. They are tainted with chaos, and worship a god of entropy. Chiefly a salt-water race.

If a deep one can roll its POW or less on D100, it has a chaotic feature.

DEEP ONE HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right leg	01-04	4
Left leg	05-08	4
Abdomen	09-11	4
Chest	12	5
Right arm	13-15	3
Left arm	16-18	3
Head	19-20	4

GREAT RACE

The great race is from *The Shadow Out of Time* by H. P. Lovecraft. They are foes of the old ones, but the great race is not chaos connected. They resemble a three meter high cone of greyish matter. At the top are four stalks, two ending in sensory and feeding organs (the great race is dependent on light to see), and two ending in great pincers. The clacking of these pincers constitute their speech. They can disincorporate at

will and attack another in spirit combat. If they win, the victim's spirit enters their old body and dwells there until the great race member is prepared to relinquish the victim's body. They can attack from a great distance in this manner. Sometimes an enfeebled or sick great race member will permanently steal a body in this fashion.

The vital areas on a great race member include the base, upper torso, and sensory head. All other areas may be regrown.

GREAT RACE HIT LOCATION TABLE

Location	D20	Points
Base	01-04	7
Upper torso	05-08	6
Right pincer	09-12	5
Left pincer	13-16	5
Feeding head	17-18	5
Sensory head	19-20	5

Characteristics	Average		
STR 6D6	21	Move	7
CON 3D6	10-11	Hit points average	14-15
SIZ 4D6+12	26	Treasure factor	16
INT 4D6	14		
POW 2D6+6	13		
DEX 2D6+3	10		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage
Pincer*	7	40%	1D6+2D6

* Both pincers may attack simultaneously.

ARMOR—3 point skin.

SPELLS—Disincorporate ability; at least 7 points of battle magic.

MI-GOs

From H. P. Lovecraft's *The Whisperer in Darkness*, these beings are also known as the Fungi from Yuggoth. These beings resemble a huge fungus crustacean with great bat-like wings. They speak with a buzzing sound, but can mimic human speech fairly well.

Characteristics	Average		
STR 3D6	10-11	Move	7/9 flying
CON 3D6	10-11	Hit points average	10-11
SIZ 2D6+2	9	Treasure factor	14
INT 3D6	10-11		
POW 2D6+6	13		
DEX 4D6	14		
CHA 3D6	10-11		

MI-GO HIT LOCATION TABLE

Location	D20	Points
Right leg	01-02	5
Left leg	03-04	5
Abdomen	05-06	5
Chest	07-08	6
Right lower arm	09	4
Right upper arm	10-11	4
Left lower arm	12	4
Left upper arm	13-14	4
Right wing	15-16	4
Left wing	17-18	4
Head	19-20	4

Weapon	SR	Attack	Damage	Parry	Points
Spear*	6	30%	1D6+1	30%	15
Hook*	7	30%	1D6+grapple†	30%	20
Net*	5	30%	Grapple†	30%	4

* The mi-go will usually wield weapons, one in each of three of their front claws. They may use up to three weapons at once.

† If a mi-go can grapple a foe with a net, hook, or hand-to-hand, it will generally attempt to take off and fly the foe high in the air and will drop him from 3D6 meters height.

ARMOR—3 point skin; rarely wear armor.

SPELLS—Befuddle; Detect Life; Mobility; Binding.

OTHER SKILLS—Hide in Cover 30%



These creatures usually serve a god of darkness. They are somewhat humanoid, with bat-like wings and a barbed tail. Instead of a face, there is a blank expanse of skin. Nightgaunts are absolutely silent, but can understand certain tongues. Two nightgaunts are capable of carrying a being of SIZ 21 or less. Each extra nightgaunt enables a being of 6 more SIZ points to be carried. The usual mode for a nightgaunt attack is for a group of them to ambush and disarm their foe, then lift him up and deposit him in the most dismal, dangerous spot possible. Nightgaunts rarely kill a victim on their own. If a victim is particularly obnoxious, the nightgaunts may drop him from a height. Nightgaunts are typically used as guardians over temples and mountains. They will not come out in the daylight.

<i>Characteristics</i>		<i>Average</i>	
STR	3D6	10-11	Move 6/12 flight
CON	3D6	10-11	Hit points average 10-11
SIZ	3D6	10-11	Treasure factor 7
INT	1D6	3-4	
POW	3D6	10-11	
DEX	4D6	14	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Grapple	8	30%	See <i>RuneQuest</i> page 26
Tickle	8	30%	Special*

* Once a victim is captured, if he continues to struggle, the nightgaunts will tickle him. A successful attack causes the victim to try to roll CONx4 or less on D100. If he succeeds, he is immobilized for that round, if he fails, he is immobilized for 1D6 rounds. Most armor does not completely cover this skin, and so the nightgaunts can in essence, tickle 'through armor.'

ARMOR—2 point skin.

OTHER SKILLS—Move Quietly 90%; Hide in Cover 90%.

NIGHTGAUNTS

NIGHTGAUNT HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right leg	01-03	5
Left leg	04-06	5
Abdomen	07-09	5
Chest	10	6
Right wing	11-12	4
Left wing	13-14	4
Right arm	15-16	4
Left arm	17-18	4
Head	19-20	5

OLD ONES

<i>Characteristics</i>		<i>Average</i>		
STR	2D6+12	19	Move	8/10 flight
CON	2D6+6	13	Hit points average	14
SIZ	4D6	14	Treasure factor	19
INT	2D6+6	13	Defense	10%
POW	3D6	10-11		
DEX	3D6+3	13-14		
CHA	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Tentacle*	8	40%	1D6+constriction†

* Up to five tentacles may attack at once, but no more than three can attack a single foe.

† Each round after being hit, the tentacle clings and the victim suffers 1D6 damage in that hit location. Armor will protect until its absorption rate is overcome.

ARMOR—5 point skin.

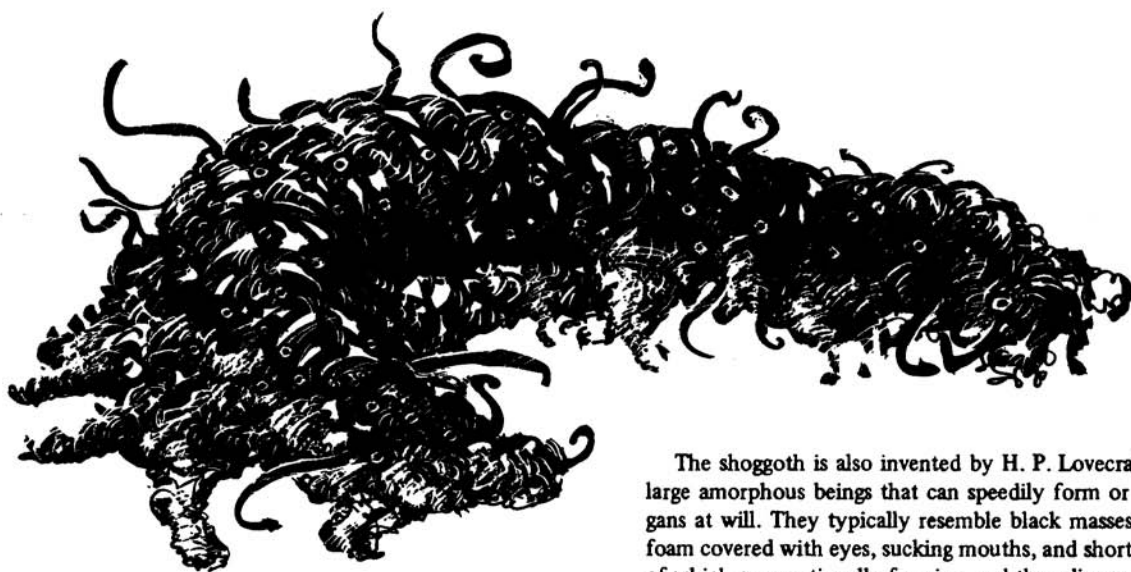
SPELLS—13 points of battle magic.

The true name of this race is impossible for normal beings to pronounce. The old ones are a sort of barrel-shaped echinoderm-vegetable hybrid. From the base of their body extend five tendrils, and from the central ridges of the torso extend five branched tentacles. They also have five wings and are capable fliers. They do not need light to see by, and have only a piping, whistling noise for a voice. They are fully described in *The Mountains of Madness*, by H. P. Lovecraft. Unlike many of the Elder Races, the old ones are not connected to chaos.

OLD ONE HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Tendril 1	01	5
Tendril 2	02	5
Tendril 3	03	5
Tendril 4	04	5
Tendril 5	05	5
Torso	06-08	7
Tentacle 1	09	4
Tentacle 2	10	4
Tentacle 3	11	4
Tentacle 4	12	4
Tentacle 5	13	4
Wing 1	14	4
Wing 2	15	4
Wing 3	16	4
Wing 4	17	4
Wing 5	18	4
Head	19-20	5

SHOGGOTHS



<i>Characteristics</i>		<i>Average</i>	
STR	10D6	35	Move (shoggoths roll) 10
CON	3D6	10-11	Hit points average 16-17
SIZ	10D6	35	Treasure factor 10
INT	2D6	7	
POW	3D6	10-11	
CHA	1D6	3-4	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Crush*	12	100%	3D6+constriction

* The shoggoth covers an area of 3x3 meters. All within are attacked separately by the crush. Each victim must then roll STR+CON or less on D100 or be held by the shoggoth. On the second round, the shoggoth attempts to suck apart its victims by doing 6D6 damage to a random hit location. Armor will help vs. this damage. The damage is done on SR 1. The victims can only strike back if they can roll STR or less on D100.

The shoggoth is also invented by H. P. Lovecraft. They are large amorphous beings that can speedily form or dissolve organs at will. They typically resemble black masses of froth or foam covered with eyes, sucking mouths, and short tendrils, all of which are continually forming, and then disappearing again. They are amphibious and sometimes used as servants by the old ones or deep ones. Shoggoths are affected by physical weapons to a slight extent. All physical weapons do only the minimum possible damage to a shoggoth. Thus, if a shoggoth was struck for 1D8+1+1D4 damages, it would only take the minimum, which is 3 points damage. They do receive the full damage of magical additions, except that they only take half damage from fire, including Fireblades and salamanders. Shoggoths cannot be impaled (or slashed or crushed). A very chaotic race, shoggoths have a chaos feature 05% of the time.

SHOGGOTH HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Body	01-20	All

SPAWN OF YOG-SOTHOTH

Characteristics		Average	
STR	6D6	21	Move 6+1 per five years of age
CON	3D6	10-11	Hit points average 13-14
SIZ	6D6	21	Treasure factor 15
INT	4D6	14	
POW	2D6+12	19	
DEX	3D6	10-11	
CHA	3D6	10-11	

Weapon	SR	Attack	Damage	Parry	Points
Any	4+	DEXx5	per wpn+2D6	DEXx5	per wpn

SPELLS—These creatures attempt to become Rune Priests as soon as possible, and are always attracted to spells. They will have battle magic points equal to their INT. Usually a minimum of 1D10 Rune spell points per five years of age.

The spawn are children of certain monstrous chaos gods, and are evidence of an attempt by them to break into the universe. They are half-human and half-monster. In outward appearance they resemble humans, but grow very rapidly — at the rate of 2D6 per five years. The figures given are for a child of 15. They also add 2D6 to STR per five years. They spend much of their time attempting to seek out hidden spells to release their father — the chaos god. It is rare that there are more than one or two of these beings in a region. The aid of a high priest is necessary to create these creatures.

They gain a chaotic feature for every five years of age. See the *Dunwich Horror* by H. P. Lovecraft for further particulars.

SPAWN OF YOG-SOTHOTH HIT LOCATION TABLE

Location	D20	Points
Right leg	01-04	5
Left leg	05-08	5
Abdomen	09-11	5
Chest	12	6
Right arm	13-15	4
Left arm	16-18	4
Head	19-20	5

NATURAL ANIMALS

A great lack in the original *RuneQuest* rules was the absence of conventional animals beyond riding beasts. This section attempts to fill some of that gap. Included are most of the large carnivores and more interesting terrestrial animals. A number of small near-helpless creatures have also been included so that Rune Lords and Priests will have access to a variety of beasts to place their allied spirits into.

These require little description, and almost everyone knows

how they would act if attacked. I have tried to include the more interesting facts and abilities in my descriptions. In several cases I gave a creature an ability that it actually lacks in reality. This would include such features as the 'bear hug' or 'hypnotic stare' of the python. If this lack of reality offends anyone, they are certainly free to leave it out. I mention it only to show that I *am* aware of such things.

APES

Most simians are not especially aggressive, but if provoked, any may react violently. In addition, they may make ideal familiars for priests. If pressed, most apes are likely to just disappear into the treetops.

APE HIT LOCATION TABLE

Location	D20	Points
Right leg	01-04	4
Left leg	05-08	4
Abdomen	09-11	4
Chest	12	5
Right arm	13-15	3
Left arm	16-18	3
Head	19-20	4

Gorilla

Characteristics		Average		
STR	4D6+12	26	Move	8
CON	3D6	10-11	Hit points average	12-13
SIZ	2D6+12	19	Treasure factor	9
INT	1D6+1	4-5	Defense	05%
POW	3D6	10-11		
DEX	3D6+6	16-17		

Weapon	SR	Attack	Damage
Bite*	6	45%	1D6+2D6
Hand*	6	45%	1D6†

* Gorillas can attack with both hands and bite in one round.

† If the gorilla hits with both hands it will grapple its foe. This does the gorilla's damage bonus to the victim each round. This is done successively each round the foe fails to break the gorilla's grasp via a successful STR vs. STR roll. The gorilla may continue to bite while grappling. A grappled victim cannot melee with any weapons longer than 0.4 meters.

ARMOR—2 points.

Chimpanzee

Characteristics		Average		
STR	4D6	14	Move	8
CON	3D6	10-11	Hit points average	9-10
SIZ	2D6+1	8	Treasure factor	4
INT	1D6+1	4-5	Defense	10%
POW	3D6	10-11		
DEX	3D6+6	16-17		

Weapon	SR	Attack	Damage
Bite*	7	35%	1D6
Hand*	7	35%	1D4

* Chimps can attack with both hands and bite in one round.

ARMOR—1 point.

Small Monkey

Characteristics		Average		
STR	2D6	7	Move	6
CON	3D6	10-11	Hit points average	8-9
SIZ	1D6	3-4	Treasure factor	2
POW	3D6	10-11	Defense	15%
DEX	2D6+12	19		

Weapon	SR	Attack	Damage
Bite	8	35%	1D4

BEARS

Common Bear

<i>Characteristics</i>		<i>Average</i>		
STR	3D6+6	16-17	Move	8
CON	2D6+6	13	Hit points average	15
SIZ	3D6+6	16-17		
POW	3D6	10-11		
DEX	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite*	8	45%	1D6+1D8
Claw*	8	30%	1D6+1D6
Hug*	8	30%	3D6

ARMOR—2 point skin.

Large Brown Bear

<i>Characteristics</i>		<i>Average</i>		
STR	3D6+12	22-23	Move	8
CON	2D6+6	13	Hit points average	16
SIZ	3D6+12	22-23		
POW	3D6	10-11		
DEX	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Weapon</i>
Bite*	7	50%	1D8+2D6
Claw*	7	35%	1D6+2D6
Hug*	7	35%	5D6

ARMOR—3 point skin.

Cave Bear

<i>Characteristics</i>		<i>Average</i>		
STR	3D6+18	28-29	Move	8
CON	2D6+6	13	Hit points average	18
SIZ	3D6+18	28-29		
POW	3D6	10-11		
DEX	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite*	7	65%	1D8+3D6
Claw*	7	45%	1D6+3D6
Hug*	7	45%	7D6

ARMOR—4 point skin.

I have included three types of bear here. The common or black bear, a large brown bear (a grizzly), and a gigantic type which may be used for either a kodiak or prehistoric cave bear. All bears are omnivores and many types show no fear of humans. If polar bears are desired, treat them as especially fearless grizzly or kodiak bears. Polar bears have been known to reach heights of over ten feet tall.

BEAR HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right hind leg	01-02	5
Left hind leg	03-04	5
Hindquarters	05-07	7
Forequarters	08-10	7
Right fore leg	11-13	5
Left fore leg	14-16	5
Head	17-20	6

* A bear may either bite and claw twice or bite and hug in a round. If he chooses to bite and hug, both attacks must be against the same foe. If he bites and claws twice, he may attack up to three separate foes.

OTHER SKILLS—Tracking 40%; Climbing 50%.

BIG CATS

Lion

Characteristics		Average		
STR	2D6+12	19	Move	10
CON	3D6	10-11	Hit points average	12-13
SIZ	3D6+6	16-17	Defense	05%
POW	2D6+6	13		
DEX	2D6+12	19		

Weapon	SR	Attack	Damage
Bite*	6	40%	1D10+1D6
Claw*	6	60%	1D6+1D6
Ripping*†	6	80%	4D6

ARMOR—2 point skin.

OTHER SKILLS—Move Quietly 75%; Hide in Cover 80%; Tracking 50%.

Tiger

Characteristics		Average		
STR	3D6+12	22-23	Move	10
CON	3D6	10-11	Hit points average	12-13
SIZ	3D6+6	16-17	Defense	05%
POW	3D6	10-11		
DEX	2D6+12	19		

Weapon	SR	Attack	Damage
Bite*	6	45%	1D10+1D6
Claw*	6	70%	1D8+1D6
Ripping*†	6	80%	2D8+2D6

ARMOR—2 point skin.

OTHER SKILLS—Move Quietly 75%; Hide in Cover 80%; Tracking 50%.

For my purposes, this will include lions, tigers, and leopards. Cougars may be treated as equivalent to leopards, but less ferocious. Jaguars may be treated as equal to lions in most respects.

BIG CAT HIT LOCATION TABLE

Location	D20	Points
Right hind leg	01-02	5
Left hind leg	03-04	5
Hindquarters	05-07	6
Forequarters	08-10	6
Right fore leg	11-13	5
Left fore leg	14-16	5
Head	17-20	5

Leopard

Characteristics		Average		
STR	3D6+6	16-17	Move	11
CON	3D6	10-11	Hit points average	10-11
SIZ	3D6	10-11	Defense	10%
POW	3D6	10-11		
DEX	2D6+12	19		

Weapon	SR	Attack	Damage
Bite*	7	40%	1D8+1D4
Claw*	7	60%	1D6+1D4
Ripping*†	7	80%	2D6+2D4

ARMOR—1 point skin.

OTHER SKILLS—Move Quietly 95%; Hide in Cover 100%; Tracking 70%.

* All felines get two claw attacks and one bite attack in a round. These must all be used against the same opponent.

† If the feline hits a foe with both claws, it will hang on and rip with its hind legs from then on. It may continue to attack by biting as well.

BIRDS

Few birds, except the largest eagles will voluntarily attack a man. They are very useful as familiars. Vultures may attack someone helpless. All birds have the special ability to triple their defense while flying.

Large Hawk or Horned Owl

<i>Characteristics</i>		<i>Average</i>		
STR	2D4+1	6	Move	4/12 flight
CON	2D6	7	Hit points average	5
SIZ	3	3	Maximum hit points	9
POW	3D6	10-11	Defense	15%
DEX	2D6+12	19		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	8	35%	1D4
Claw	8	35%	1D3

Eagle

<i>Characteristics</i>		<i>Average</i>		
STR	3D6	10-11	Move	4/12 flight
CON	3D6	10-11	Hit points average	9-10
SIZ	2D6	7	Maximum hit points	18
POW	2D6+6	13	Defense	10%
DEX	2D6+12	19		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	7	35%	1D6
Claw	7	35%	1D4

ARMOR—1 point feathers.

Giant Eagle or Condor

<i>Characteristics</i>		<i>Average</i>		
STR	3D6+12	22-23	Move	5/12 flight
CON	3D6	10-11	Hit points average	12-13
SIZ	3D6+6	16-17	Defense	05%
POW	2D6+6	13		
DEX	2D6+12	19		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	6	45%	1D8+1D6
Claw	6	45%	1D6+1D6

ARMOR—2 point feathers.

BIRD HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right claw	01-02	4
Left claw	03-04	4
Body	05-08	6
Right wing	09-12	5
Left wing	13-16	5
Head	17-20	5

Sparrowhawk or Pygmy Owl

<i>Characteristics</i>		<i>Average</i>		
STR	1D4	2-3	Move	3/10 flight
CON	1D6	3-4	Hit points average	1-2
SIZ	1	1	Maximum hit points	3
POW	2D6	7	Defense	20%
DEX	1D6+18	21-22		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	7	35%	1D3

Vulture

<i>Characteristics</i>		<i>Average</i>		
STR	2D6+3	10	Move	5/10 flight
CON	3D6	10-11	Hit points average	9-10
SIZ	2D6	7	Defense	05%
POW	2D6	7		
DEX	2D6+6	13		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Defense</i>
Bite	8	30%	1D6

Large Bat

<i>Characteristics</i>		<i>Average</i>		
STR	2D4	5	Move	1/12 flight
CON	3D6	10-11	Average hit points	9-10
SIZ	2D4	5	Defense	15%
POW	2D6	7		
DEX	1D6+18	21-22		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	7	40%	1D4

OTHER SKILLS—Spot Hidden Items 75%

CANINES

Wolf or Large Dog

<i>Characteristics</i>		<i>Average</i>	
STR	2D6+6	13	Move 12
CON	3D6	10-11	Hit points average 10-11
SIZ	3D6	10-11	Defense 05%
POW	3D6	10-11	
DEX	2D6+6	13	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	8	30%	1D8

ARMOR—1 point fur.

Ordinary Dog

<i>Characteristics</i>		<i>Average</i>	
STR	2D6	7	Move 10
CON	3D6	10-11	Hit points average 9-10
SIZ	1D6+1	4-5	Defense 05%
POW	2D6	7	
DEX	2D6+6	13	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	9	30%	1D6

Small Dog or Fox

<i>Characteristics</i>		<i>Average</i>	
STR	2D4	5	Move 8
CON	3D6	10-11	Hit points average 8-9
SIZ	1D4	2-3	Defense 10%
POW	2D6	7	
DEX	2D6+6	13	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	9	30%	1D4

OTHER SKILLS—Tracking by Smell 80%; Spot Hidden Item 60%.

Except for the vulpines (foxes) these will usually hunt in packs. Dogs are often used as familiars by priests.

CANINE HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right hind leg	01-02	3
Left hind leg	03-04	3
Hindquarters	05-07	5
Forequarters	08-10	5
Right fore leg	11-13	3
Left fore leg	14-16	3
Head	17-20	4

CROCODILES

These large saurians come in many sizes, from the ones commonly seen in jungle movies to truly gigantic ones up to five feet high at the shoulder! In addition to these modern types, in the age of dinosaurs crocodilians up to 60+ feet long lived and preyed upon the dinosaurs themselves. Normally only the smaller types would be found, but on special occasions the others may be utilized. Crocodiles have a peculiar mode of attacking when in the water – they will seize the victim's limb and spin around in the water, attempting to twist off the limb.

CROCODILE HIT LOCATION TABLE

Location	D20	Points
Tail	01-02	5
Right hind leg	03-04	5
Left hind leg	05-06	5
Abdomen	07-09	6
Forequarters	10-12	6
Right fore leg	13-14	5
Left fore leg	15-16	5
Head	17-20	5

3 Meter Croc

Characteristics		Average		
STR	2D6+18	25	Move	6
CON	2D6+6	13	Hit points average	17
SIZ	2D6+18	25	Treasure factor	14
POW	3D6	10-11		
DEX	2D6+3	10		

Weapon	SR	Attack	Damage
Bite*†	7	40%	1D10+2D6
Tail lash*††	7	40%	1D6+2D6

ARMOR—5 point skin.

9 Meter Croc

Characteristics		Average		
STR	3D6+30	40-41	Move	7
CON	2D6+12	19	Hit points average	27
SIZ	3D6+30	40-41	Treasure factor	24
POW	3D6	10-11		
DEX	2D6+3	10		

Weapon	SR	Attack	Damage
Bite*†	7	60%	1D10+4D6
Tail lash*††	7	60%	1D6+4D6

ARMOR—10 point skin.

18 Meter Croc

Characteristics		Average		
STR	3D6+50	60-61	Move	7
CON	2D6+24	31	Hit points average	44
SIZ	3D6+50	60-61	Treasure factor	36
POW	3D6	10-11		
DEX	2D6	7		

Weapon	SR	Attack	Damage
Bite*†	7	85%	1D10+7D6
Tail lash*††	7	85%	1D6+7D6

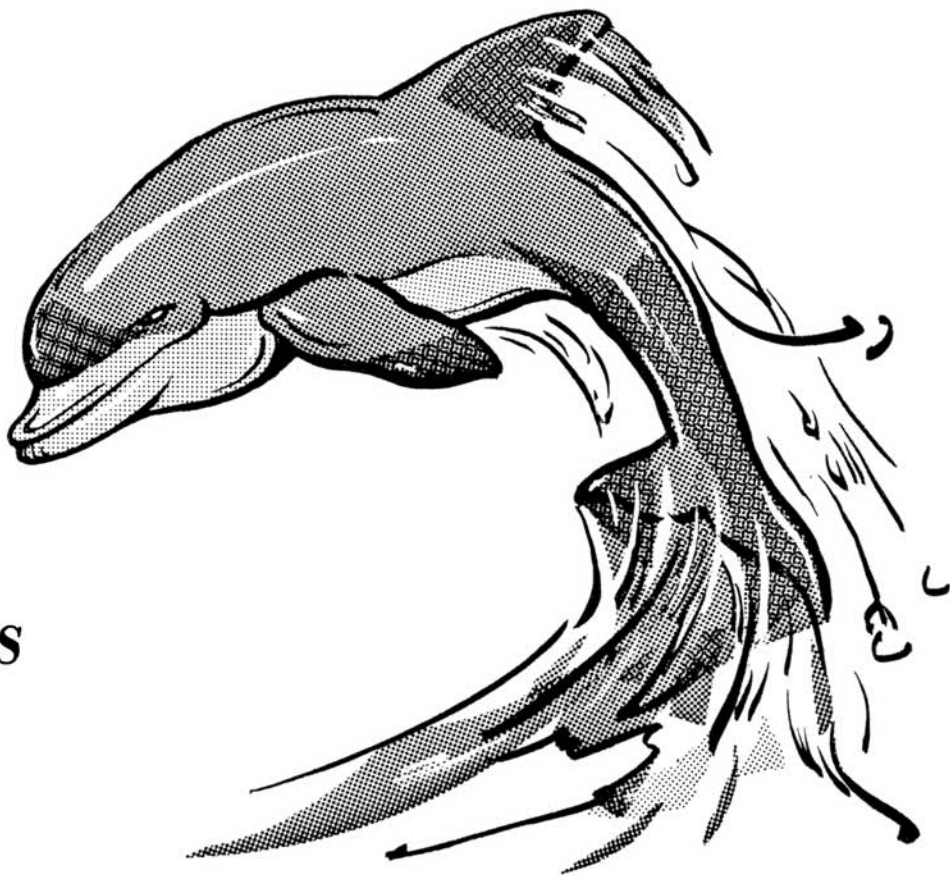
ARMOR—15 point skin.

* Bite and tail lash may strike simultaneously, but not at the same opponent.

† If the crocodile is in water, it will cling with the bite and spin doing its damage bonus to the area struck each succeeding round. Armor only protects against the initial bite. The crocodile will only do this if it strikes a limb or the head.

†† Roll STRx5 or less on D100 or fall down immediately.

DOLPHINS



These are like the terrestrial types of dolphin; i.e., marine mammals, except with the additions of the Greeks. The Greeks and other seagoing nations long considered these mammals as being intelligent.

DOLPHIN HIT LOCATION TABLE

Location	D20	Points
Tail	01-06	5
Body	07-14	6
Head	15-20	5

Characteristics	Average		
STR	3D6+6	16-17	Move 12
CON	3D6	10-11	Hit points average 13-14
SIZ	3D6+12	22-23	Treasure factor 11
INT	3D6	10-11	
POW	2D6+6	13	
DEX	3D6	10-11	
CHA	3D6	10-11	

Weapon	SR	Attack	Damage
Ramming	6	30%	1D6+1D6

ARMOR—2 point skin and blubber.

SPELLS—Mobility; Detect Enemies; Shimmer.

Elephant

<i>Characteristics</i>	<i>Average</i>		
STR 4D6+30	44	Move	10
CON 3D6	10-11	Hit points average	16-17
SIZ 4D6+30	44	Treasure factor	17
POW 2D6+6	13		
DEX 2D6	7		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Gore*	8	55%	1D8+4D6
Trample	8	75%	8D6

ARMOR—5 point skin.

Mammoth

<i>Characteristics</i>	<i>Average</i>		
STR 4D6+36	50	Move	10
CON 3D6	10-11	Hit points average	20-21
SIZ 4D6+36	50	Treasure factor	20
POW 3D6	10-11		
DEX 2D6	7		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Gore*	8	65%	1D8+5D6
Trample	8	75%	10D6

ARMOR—6 point skin.

* Instead of goring, an elephant or mammoth may attack with its trunk. The % chance of success is the same as its chance to gore but no damage is done. Instead, the victim must roll STR vs. half the animal's STR or be placed in position to be automatically trampled on the next round. Alternately, the beast may fling the victim away doing falling damage based on 1 meter per 3 points of the beast's STR. For every 6 SIZ points the victim has over 16, he drops 2 meters closer and thus takes less damage.

ELEPHANT OR MAMMOTH HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right hind leg	01-02	6
Left hind leg	03-04	6
Hindquarters	05-07	8
Forequarters	08-10	8
Right fore leg	11-13	6
Left fore leg	14-16	6
Trunk	17	4
Head	18-20	7

PACHYDERMS

The term pachyderm is an obsolete zoological term that referred to a heterogeneous group of animals. The term now largely refers only to elephants, but here it is used in its original sense to refer to rhinos, hippos, and elephants. It is interesting to note that strictly speaking, the horse is a pachyderm.

On elephants and mammoths, the trunk is sensitive and will not be used to fight with after being hit once unless the elephant is reduced to half or less of its total hit points.

Hippopotamus

<i>Characteristics</i>	<i>Average</i>		
STR 4D6+18	32	Move	6
CON 3D6	10-11	Hit points average	17-18
SIZ 4D6+24	38	Treasure factor	12
POW 3D6	10-11		
DEX 2D6	7		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	8	40%	1D8+3D6

ARMOR—3 point skin.

HIPPOPOTAMUS HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right hind leg	01-02	5
Left hind leg	03-04	5
Hindquarters	05-07	7
Forequarters	08-10	7
Right fore leg	11-13	5
Left fore leg	14-16	5
Head	17-20	6

PYTHONS

This creature is not a mythical or legendary monster, strictly speaking, however, it does possess a number of legendary properties. Pythons have the ability to Harmonize their prey as do vampires. This causes the victim to either stand entranced until attacked. Note that the victim may not parry or otherwise defend himself on the first round. If a victim resists the effects of the serpent's gaze, he need not attempt to roll again during that encounter.

PYTHON HIT LOCATION TABLE

Location	D20	Points
Tail	01-06	5
Body	07-14	6
Head	15-20	5

Characteristics	Average	Move	
STR 3D6+12	22-23		6
CON 2D6+6	13	Hit points average	15
SIZ 5D6	17-18	Treasure factor	12
POW 3D6	10-11		
DEX 2D6+6	13		

Weapon	SR	Attack	Damage
Bite*	7	40%	1D6
Crush*	7	60%	2D6†

* The python has a +20% to bite or crush an entranced victim.

† If the crush attack hits once, the victim is totally enfolded in the serpent's coils. He may have his weapon arm free to fight if he is not surprised and can roll his DEXx3 or less on D100. He cannot speak or cry for help. Each round of crushing does 2D6 damage to his general hit points (armor will help vs. this damage; use the weakest armor he has). Also, each round of crushing forces him to roll CONx5 or less on D100 or fall unconscious.

ARMOR—2 point skin.

SKILLS—Move Quietly 90%; Hide in Cover 75%.

GIANT SQUIDS

This is simply a large squid. For larger monsters, add 1D6 of SIZ and STR for every 60 cm (2 feet) of span from tentacle-tip to tentacle-tip. This squid is about 3½ meters across. Damage to tentacles will not affect the hit point total, but if half the tentacles are lost it will usually withdraw.

GIANT SQUID HIT LOCATION TABLE

Location	D20	Points
Tentacle 1	01-02	4
Tentacle 2	03-04	4
Tentacle 3	05-06	4
Tentacle 4	07-08	4
Tentacle 5	09-10	4
Tentacle 6	11-12	4
Tentacle 7	13-14	4
Tentacle 8	15-16	4
Body	17-18	6
Head	19-20	6

Characteristics	Average	Move	
STR 6D6	21	4/10 swimming	
CON 2D6+6	13	Hit points average	16
SIZ 6D6	21	Treasure factor	18
INT 2D6	7		
POW 3D6	10-11		
DEX 2D6+12	19		

Weapon	SR	Attack	Damage
Beak*	6	45%	1D10+poison of potency equal to CON
Tentacle*	6	45%	1D6†

* The beak and all eight tentacles can attack simultaneously at up to eight different targets.

† If a tentacle strikes a foe, it will hang on. When a foe has been struck by two different tentacles, they will constrict him, giving him 4D6 points of damage per round. Armor will protect against this damage.

ARMOR—2 point skin.

SKILLS—Hide in Cover 70%.

Dinosaurs

By now, most informed people are aware that the majority of the dinosaurs were probably warm-blooded and very active animals. Many fantasy role-playing games include these gigantic animals in their campaigns and for this reason they are included here as well. Dinosaurs were not the abysmally stupid creatures often depicted in B horror movies either. True, their brains were tiny, but they were no smaller than the brain of an alligator or python in proportion to size, and few would call either of those saurians particularly slow to react.

To adapt dinosaurs and other large animals to the *RuneQuest* system of rules, a problem has often arisen where the very large animals appear to be too easily slain to be convincingly 'real.' In a partial solution to this problem, I have decreed that no monster or animal can have an armored skin less than twice his damage bonus in D6s. Thus a dinosaur with a damage bonus of 5D6 automatically has armor points of at least 10. This simulates the underlying dermal muscles, fat,

and simple thickness of skin. In addition, in most cases the average CON of a very large creature should not be less than about half the average SIZ of the beast. Obviously, it would take gallons of poison to slow down such a beast! For those that don't want to mess up their existing campaigns too much, these conventions may be considered to apply only to reptiles and their close relatives.

The system used for assigning damage points to the various hit locations of these animals may appear vague at first. Simply multiply the animal's total hit points by the number given and this will give you the actual hit points per that location. Example: Some hapless adventurers are battling a gorgosaur determined to have 50 hit points. The tail has $.25 \times 50 = 12.5$ or 13 hit points. Each leg has $.33 \times 50 = 16.5$, or 17 hit points. The abdomen and chest each have $.4 \times 50 = 20$ hit points. The fore legs have only $.1 \times 50 = 5$ hit points each. And the head has $.33 \times 50 = 16.5$ or 17 hit points.

This includes the hugest of all land animals. These are the most famous of all dinosaurs, including the brontosaur and its relatives. It has recently been demonstrated that these animals were primarily forest dwellers and probably feed on pine needles and cones. They did enter water at times to disport and possibly mate, but they apparently spent no more time there than an African elephant. They may be a herding animal.

SAUROPODS

Camarasaur

<i>Characteristics</i>		<i>Average</i>	
STR	6D6+15	36	Move 6
CON	3D6+15	25-26	Hit points average 35-36
SIZ	6D6+30	51	Treasure factor 22
POW	.25xSIZ	12	
DEX	1D4	2-3	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Tail	9	40%	1D6+4D6
Trample	9	40%	8D6

ARMOR—8 point skin.

Diplodocus

<i>Characteristics</i>		<i>Average</i>	
STR	6D6+30	51	Move 8
CON	3D6+30	40-41	Hit points average 58-59
SIZ	6D6+60	81	Treasure factor 36
POW	.25xSIZ	20	
DEX	1D4	2-3	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Tail	9	65%	1D6+7D6
Trample	9	65%	14D6

ARMOR—14 point skin.

Brontosaur

<i>Characteristics</i>		<i>Average</i>	
STR	6D6+45	66	Move 10
CON	3D6+45	55-56	Hit points average 80-81
SIZ	6D6+90	111	Treasure factor 51
POW	.25xSIZ	27	
DEX	1D4	2-3	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Tail	9	90%	1D6+10D6
Trample	9	90%	20D6

ARMOR—20 point skin.

SAUROPOD HIT LOCATION TABLE

FOR MISSILES OR OTHER GIGANTIC MONSTERS

<i>Location</i>	<i>D20</i>	<i>Points</i>
Tail	01-03	x.33
Right hind leg	04-05	x.25
Left hind leg	06-07	x.25
Hindquarters	08-10	x.4
Forequarters	11-13	x.4
Right fore leg	14-15	x.25
Left fore leg	16-17	x.25
Head/neck	18-20	x.33

FOR MELEE IN A POSITION NEAR A LEG

<i>Fore Leg</i>		<i>Hind Leg</i>	
<i>D6</i>	<i>Location</i>	<i>D6</i>	<i>Location</i>
1-2	Forequarters	1-2	Tail
3-4	Leg	3-4	Leg
5-6	Neck	5-6	Hindquarters

Brachiosaur

<i>Characteristics</i>		<i>Average</i>	
STR	6D6+60	81	Move 12
CON	3D6+60	70-71	Hit points average 103-104
SIZ	6D6+120	141	Treasure factor 66
POW	.25xSIZ	35	
DEX	1D4	2-3	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Tail	9	130%	1D6+13D6
Trample	9	130%	26D6

ARMOR—26 point skin.

CARNOSAURS

These are the horrendous flesh-eaters that terrified the Mesozoic. All are bipedal and quick. It is thought that they must have been as intelligent as hawks. All can claw with one hind leg and bite simultaneously on the same target. The key to their success is speed and ferocity. Although smaller than the

sauropods, sauropods will generally flee a hunting carnosaur. However, even the most ferocious carnosaur will generally hesitate before attacking a behemoth such as a brontosaur or brachiosaur.

Human-sized foes attacking a carnosaur should either add or subtract 10 from the hit location roll depending on the facing of the carnosaur. Carnosaurs will bend over in attacking small targets so the head and chest are easy to reach.

Ceratosaur

<i>Characteristics</i>		<i>Average</i>	
STR	4D6+24	38	Move 12
CON	2D6+8	15	Hit points average 19
SIZ	4D6+12	26	Treasure factor 17
POW	3D6	10-11	
DEX	2D6+6	13	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	6	60%	1D10+3D6
Claw	6	60%	1D6+3D6

ARMOR—6 point skin.

CARNOSAUR HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Tail	01-02	x.25
Right leg	03-06	x.33
Left leg	07-10	x.33
Abdomen	11-12	x.4
Chest	13-14	x.4
Right claw	15	x.1
Left claw	16	x.1
Head	17-20	x.33

Megalosaur

<i>Characteristics</i>		<i>Average</i>	
STR	4D6+48	62	Move 12
CON	2D6+16	23	Hit points average 30
SIZ	4D6+24	38	Treasure factor 26
POW	3D6	10-11	
DEX	2D6+6	13	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	6	90%	1D10+5D6
Claw	6	90%	1D6+5D6

ARMOR—10 point skin.

Gorgosaur

<i>Characteristics</i>		<i>Average</i>	
STR	4D6+96	110	Move 12
CON	2D6+32	39	Hit points average 52
SIZ	4D6+48	62	Treasure factor 47
POW	3D6	10-11	
DEX	2D6+6	13	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	6	150%	1D10+10D6
Claw	6	150%	1D6+10D6

ARMOR—20 point skin.

Allosaur

<i>Characteristics</i>		<i>Average</i>	
STR	4D6+72	86	Move 12
CON	2D6+24	31	Hit points average 41
SIZ	4D6+36	50	Treasure factor 36
POW	3D6	10-11	
DEX	2D6+6	13	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	6	120%	1D10+7D6
Claw	6	120%	1D6+7D6

ARMOR—14 point skin.

Tyrannosaur

<i>Characteristics</i>		<i>Average</i>	
STR	4D6+120	134	Move 12
CON	2D6+40	47	Hit points average 63
SIZ	4D6+60	74	Treasure factor 58
POW	3D6	10-11	
DEX	2D6+6	13	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	6	180%	1D10+12D6
Claw	6	180%	1D6+12D6

ARMOR—24 point skin.

HADRASAURS

Camptosaur

Characteristics		Average		
STR	2D6+8	15	Move	8
CON	3D6	10-11	Hit points average	12-13
SIZ	2D6+12	19	Treasure factor	8 (+17)
(INT	1D6	3-4)		
POW	3D6 (2D6+8)	10-11 (15)		
DEX	1D6+6	9-10		

Weapon	SR	Attack	Damage
Kick*	7	25% (+25%)	1D6+1D6
Bite*	7	25% (+25%)	1D6+1D4

ARMOR—2 point skin.

Iguanodon

Characteristics		Average		
STR	2D6+18	25	Move	9
CON	3D6+6	16-17	Hit points average	21-22
SIZ	2D6+24	31	Treasure factor	14 (31)
(INT	2D6	7)		
POW	3D6 (2D6+18)	10-11 (25)		
DEX	1D6+6	9-10		

Weapon	SR	Attack	Damage
Kick*	7	40% (+55%)	1D6+2D6
Bite*	7	40% (+55%)	1D6+1D6

ARMOR—4 point skin.

Trachodon

Characteristics		Average		
STR	2D6+24	31	Move	10
CON	3D6+12	22-23	Hit points average	30-31
SIZ	2D6+36	43	Treasure factor	22 (+45)
(INT	3D6	10-11)		
POW	3D6 (2D6+24)	10-11 (31)		
DEX	1D6+6	9-10		

Weapon	SR	Attack	Damage
Kick*	7	45% (+65%)	1D6+4D6
Bite*	7	45% (+65%)	1D6+2D6

ARMOR—8 point skin.

These are commonly called 'duckbills.' They had a relatively keen sense of smell and were browsers on rough vegetation. Most were not water- or swamp-dweller, but could swim well. Some may wish to convert these monsters into their magical equivalents for a Gloranthis campaign. To do so, add the information in the parenthesis to the monster. In the case of POW, scrap the original 3D6 and replace it with the parenthetical POW.

HADROSAUR HIT LOCATION TABLE

Location	D20	Points
Tail	01-02	x.25
Right leg	03-05	x.33
Left leg	06-08	x.33
Abdomen	09-11	x.4
Chest	12	x.4
Right fore leg	13-14	x.25
Left fore leg	15-16	x.25
Head	17-20	x.33

* A hadrosaur may use both attacks simultaneously vs. a foe.

(SPELLS—Hadrosaurs have battle magic spells equal to their INT in points. In addition, they have points of Rune magic equal to their CON in amount.)

CERATOPSAINS

This group consists of the rhino-like horned dinosaurs that roamed the flatlands of the world during the last years of the Mesozoic. They were beaked and tough-skinned. They were probably very pugnacious and often fought each other. They fed on tough, horny matter and could probably do quite well on a diet of tree-trunks with a little extra vitamins on the side.

Ceratopsians will instinctively turn to face their foes and can pivot quite speedily. In general, roll 1D10+10 for hit location, even in fighting other dinosaurs, unless the other dinosaur is at least 1½ times as large as the ceratopsian. Note that the head frill covers the body from the front and even missile fire should use 1D10+10 to resolve combat unless the ceratopsian is completely unaware of its assailants.

CERATOPSIAN HIT LOCATION TABLE

Location	D20	Points
Tail	01-02	x.33
Right hind leg	03-04	x.33
Left hind leg	05-06	x.33
Hindquarters	07-08	x.4
Forequarters	09-10	x.4
Right fore leg	11-12	x.33
Left fore leg	13-14	x.33
Head	15-20	x.4

Monoclonius

Characteristics		Average		
STR	3D6+20	30-31	Move	10
CON	3D6+10	20-21	Hit points average	25-26
SIZ	3D6+20	30-31	Treasure factor	19
POW	3D6	10-11		
DEX	2D6	7		

Weapon	SR	Attack*	Damage
Ram†	8	40%	2D10+3D6
Trample	8	40%	6D6

ARMOR—12 point head; 6 point body and limbs.

Styracosaurus

Characteristics		Average		
STR	3D6+35	45-46	Move	10
CON	3D6+20	30-31	Hit points average	25-26
SIZ	3D6+35	45-46	Treasure factor	28
POW	3D6	10-11		
DEX	2D6	7		

Weapon	SR	Attack*	Damage
Ram†	8	60%	2D10+5D6
Trample	8	60%	10D6

ARMOR—20 point head; 10 point body and limbs.

Triceratops

Characteristics		Average		
STR	3D6+50	60-61	Move	10
CON	3D6+30	40-41	Hit points average	53-54
SIZ	3D6+50	60-61	Treasure factor	38
POW	3D6	10-11		
DEX	2D6	7		

Weapon	SR	Attack*	Damage
Ram†	8	80%	2D10+7D6
Trample	8	80%	14D6

ARMOR—28 point head; 14 point body and limbs.

* If the ceratopsian is charging it attacks with 1½ times the attack %.

† The ramming attack is capable of impaling and thus doing 20 points of damage plus the normal roll.

ANKYLOSAURS AND STEGOSAURS

Ankylosaur

<i>Characteristics</i>		<i>Average</i>		
STR	3D6+30	40-41	Move	6
CON	3D6+10	20-21	Hit points average	28-29
SIZ	3D6+30	40-41	Treasure factor	45
POW	3D6	10-11		
DEX	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Tail	7	60%	1D10+4D6
Trample	7	60%	8D6

ARMOR—32 point skin.

Stegosaur

<i>Characteristics</i>		<i>Average</i>		
STR	3D6+20	30-31	Move	8
CON	3D6+15	25-26	Hit points average	35-36
SIZ	3D6+40	50-51	Treasure factor	22
POW	3D6	10-11		
DEX	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Tail	7	45%	1D10+4D6
Trample	7	45%	8D6

ARMOR—16 point tail and body; 8 point legs and head.

It is difficult to see why any adventurers would desire to attack one of these dinosaurian armadillos, but they were a prominent feature of the dinosaur's age, so they are included here. Although a completely different sort of dinosaur, stegosaurus are included with the ankylosaur. Only one variety of each is listed here. If other types are desired for some reason, it should be simple to extrapolate up or down for larger or smaller varieties. Note that ankylosaurus and stegosaurus were respectively among the largest types for their particular class of dinosaur.

In general add or subtract 10 from the hit location table allowing for the attacker's facing towards the animal. The tails are flexible enough to swing around and hit a target in the front.

ANKYLOSAUR OR STEGOSAUR HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Tail	01-12	x.33
Right hind leg	03-05	x.33
Left hind leg	06-08	x.33
Abdomen	09-11	x.4
Chest	12-14	x.4
Right fore leg	15-16	x.33
Left fore leg	17-18	x.33
Head	19-20	x.25

MISCELLANEOUS TYPES

This section includes all the monsters that didn't fit elsewhere. Some of the animals here actually should fit in 'legendary beings' but were so obscure that I placed them here. This section also includes two monsters that I have developed and made up myself. They shouldn't be difficult to pick out.

Some of the monsters in this section are most enjoyable to

spring on an unwary or self-satisfied player. A chonchon in combination with a powerful shaman can pose a most difficult problem for almost any group. If an attacking ghost turns out to be a wraith or an attacking zombie or skeleton is really a mummy, the players start to hop! Have fun!

ANTHROPOPHAGES

These abominations are believed by many to breed in the sky. Though apparently intelligent, their thought processes are so different from the norm that they are impossible to communicate with. Any weapon penetrating an anthropophage's armor takes acid damage of potency equal to POW.

<i>Characteristics</i>		<i>Average</i>	
STR	2D6+12	19	Move 9
CON	1D6+12	15-16	Hit points average 17-18
SIZ	2D6+12	19	Treasure factor 21
INT	3D6	10-11	Defense 05%
POW	2D6+6	13	
DEX	2D6+12	19	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Claw*	6	80%	1D6+1D6
Tongue*	1	95%	10 points damage to head or chest+acid of potency equal to POWx½

* Both claws can attack simultaneously. If a victim is hit by a claw, the anthropophage will attempt to hold him for the tongue attack. To escape the creature's grasp, the victim must match his DEX vs. the monster's STR. If successful, the monster has not secured a good hold on the victim. Victim must resist twice if two claws have him.

† The tongue may only attack a victim held by at least one claw. The base chance to hit is equal to the creature's DEXx5. The damage inflicted is equal to the anthropophage's STRx½. Roll on the Tongue Attack Hit Location Table for area hit. The tongue may not be parried.

ANTHROPOPHAGE HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right leg	01-04	7
Left leg	05-08	7
Abdomen	09-11	7
Chest	12	8
Right arm	13-15	6
Left arm	16-18	6
Head	19-20	7

TONGUE ATTACK HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>
Chest	1-3
Head	4-6

ARMOR—10 point skin.

SPELLS—Detect Life; Detection Blank; Immunity to normal fire and magic fire.

OTHER SKILLS—Hide in Cover 60%.

BANDERSNATCHES

This well-known animal is also from Lewis Carroll, and is mentioned in the book 'Through the Looking Glass.' Unfortunately, very little information is given about it, except to say that it is 'frumious' and is the source of the expression 'as quick as a bandersnatch.' I have taken some liberties with the creature.

<i>Characteristics</i>	<i>Average</i>		
STR 2D6+18	25	Move	12
CON 2D6+6	13	Hit points average	15
SIZ 2D6+12	19	Treasure factor	13
POW 3D6	10-11	Defense	10%
DEX 1D6+18	21-22		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Claw*	5	55%	1D6+2D6

* A bandersnatch can attack with both claws simultaneously, at the same foe or another foe.

ARMOR—2 point skin.

SPELLS—Bandersnatches have the capability to go berserk (as a fanaticism spell) if wounded. In addition, in melee, a bandersnatch will emit clouds of vapor each successive round of melee, increase the bandersnatch's defense by 05%, with no maximum. If the bandersnatch moves more than 5 meters, it loses the benefits of its protective cloud, however.

SKILL—Move Quietly 50%; Tracking 60%.

BANDERSNATCH HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right hind leg	01-02	4
Left hind leg	03-04	4
Hindquarters	05-07	6
Forequarters	08-10	6
Right fore leg	11-13	4
Left fore leg	14-16	4
Head	17-20	5



CHONCHONS

<i>Characteristics</i>		<i>Average</i>		
STR	2D6	7	Move	0/9 flight
CON	3D6	10-11	Hit points average	8-9
SIZ	1D4	2-3	Treasure factor	10
INT	3D6	10-11	Defense	15%
POW	3D6+6	16-17		
DEX	2D6+6	13		
CHA	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	9	35%	1D4+STR drain*

* The bite of a chonchon acts as that of a vampire, draining 1D6 of STR from the victim for each round the chonchon remains attached.

SPELLS—Invisibility; Shimmer; Befuddle; Disrupt; others to INT limit possible magic; ability to manifest on material plane.

These strange beings appear as a bodiless human head with two large ears. The head is of large size — almost the size of a bushel basket. They fly by flapping their ears and only at night. In daylight they are forced back into the etherial plane and cannot interact with mortals. They are often found as a familiar to a shaman or priest. Chonchons with a POW of 18+ may be either Rune Priests or shamans. Chonchons are vulnerable to Dispel Magic. Dispel Magic 4 will force a chonchon to cease flying and fall unharmed to the ground. Dispel Magic 8 will force them back into the spirit plane and they cannot re-manifest for at least a week. If knocked down by a Dispel Magic 4, they cannot try to fly for at least 15 minutes.

CHONCHON HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Body	01-20	All

GAPERS

Characteristics		Average	
STR	2D6+12	19	Move 2
CON	3D6	10-11	Hit points average 14-15
SIZ	4D6+12	26	Treasure factor 14
POW	3D6	10-11	
DEX	1D6+6	9-10	

Weapon	SR	Attack	Damage
Lunge	3	100%	1D6+2D6+swallow*
Bite†	7	40%	1D6+2D6

* On the second and subsequent rounds, there is an 80% chance the victim is engulfed in acid of potency equal to CON.

† Only used on attacks after the initial lunge.

ARMOR—3 point skin.

OTHER SKILLS—Camouflage 90%.

These subterranean monsters are named for their gaping maws. They will bury themselves on paths, leaving nothing exposed. When the vibrations of prey draw near enough, the gaper will open its mouth and lunge. To the victim, it looks as though a section of path directly ahead had suddenly grown long thin fangs and a tongue. After grabbing a victim, the gaper will retreat back underground. The layers of rock and earth add 6 to gaper's armor while there and the % chance of hitting the gaper is ¼ normal. If the gaper is hit and its armor is pierced, it will leave the soil and attack normally.

GAPER HIT LOCATION TABLE

Location	D20	Points
Right hind leg	01-02	4
Left hind leg	03-04	4
Hindquarters	05-07	6
Forequarters	08-10	6
Right fore leg	11-13	4
Left fore leg	14-16	4
Head	17-20	5

JABBERWOCKS

This fearful animal comes from the famed poem 'Jabberwocky' by Lewis Carroll. Jabberwocks live in forested regions and can be quite a scourge on the neighboring villages.

Characteristics		Average	
STR	6D6+12	33	Move 9/9 flight
CON	3D6	10-11	Hit points average 16-17
SIZ	6D6+12	33	Treasure factor 17
INT	2D6+3	10	
POW	3D6	10-11	
DEX	3D6+3	13-14	
CHA	2D6	7	

Weapons	SR	Attack	Damage
Bite*	6	50%	1D8+3D6
Claw*	6	50%	1D6+3D6†
Glare*	2	100%	2D6**

* All the attack modes of the jabberwock may be used at once, against multiple foes.

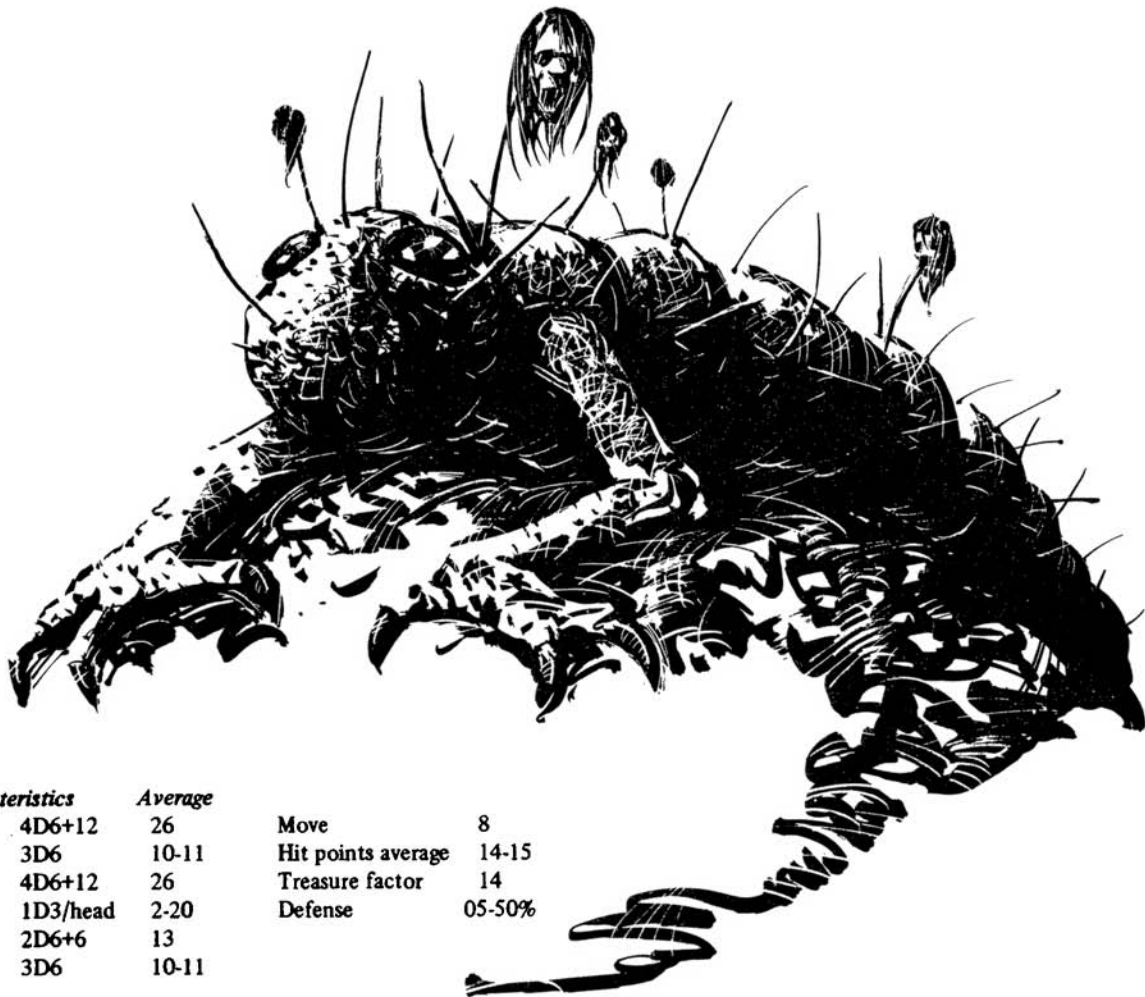
† If the claw hits a foe of 1/3 the SIZ of the jabberwock or less, the victim must roll DEXx5 or less on D100 or be grasped and held helpless. A grasped victim may be automatically bitten on each subsequent round and cannot parry or attack.

** The jabberwock's eyes glow brightly and can emit flame. The flame damage is resolved exactly as a salamander, i.e., match the damage vs. the victim's CON. If the damage overcomes, the victim takes it all to his CON, otherwise, he takes half of it to his CON. Each use of this power costs the jabberwock one point of POW (battle magic).

ARMOR—4 point skin; may wear heavy padding on body for 2 points extra.

JABBERWOCK HIT LOCATION TABLE

Location	D20	Points
Right leg	01-03	5
Left leg	04-06	5
Abdomen	07-09	5
Chest	10	6
Right wing	11-12	4
Left wing	13-14	4
Right claw	15-16	4
Left claw	17-18	4
Head	19-20	5



<i>Characteristics</i>	<i>Average</i>			
STR	4D6+12	26	Move	8
CON	3D6	10-11	Hit points average	14-15
SIZ	4D6+12	26	Treasure factor	14
INT	1D3/head	2-20	Defense	05-50%
POW	2D6+6	13		
DEX	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Claw*	6	75%	1D8+2D6

* Both fore claws can strike at once, and always strike the head. If a head reaches -6 or fewer hit points, it is considered to be severed and swallowed by the headhanger.

ARMOR—4 point skin.

HEADHANGER HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right leg	01-04	5
Left leg	05-08	5
Abdomen	09-11	5
Chest	12	6
Right claw	13-15	4
Left claw	16-18	4
Heads	19-20	4 each

HEADHANGERS

These resemble a huge pallid apined and clawed insect or reptile. Sprouting from the flaccid body are numerous stalks, often bearing living humanoid heads. Headhangers only prey on intelligent creatures, and the heads stay alive for months while the energies of the victims are gradually consumed by the creature. The heads will aid the headhanger in fighting by shouting, spitting, and otherwise distracting opponents in combat. This gives the headhanger a +05% defense per each head on its body. If the headhanger can sever a victim's head, it is stored internally and will grow on a stalk in 24 hours. Victims of a headhanger are not free to have their spirits go to a proper heaven or hell until their heads are completely absorbed. Usually 1D10 heads.

Head hits on the headhanger are considered to be on the dangling stems, which take 4 points of damage each, if the headhanger has 13-15 hit points. If a stalk is severed, the headhanger immediately loses the 1D3 of INT and 05% of his defense.

JUBJUB BIRDS

<i>Characteristics</i>		<i>Average</i>		
STR	2D6+18	25	Move	7/10 flight
CON	3D6	10-11	Hit points average	15-16
SIZ	4D6+18	32	Treasure factor	17
POW	3D6	10-11		
DEX	3D6+3	13-14		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Claw*†	6	45%	1D6+2D6
Beak*	6	60%	1D8+2D6
Wing buffet*	6	45%	2D6

* The jubjub bird may attack with both claws, a beak, and two wing buffets in one round.

† If the claw hits, the victim is grasped and the bird may attempt to carry him off next round. Victim may roll for a successful grapple % to escape the claw.

ARMOR—4 point feathers.

This is another, and the last, of the monsters from Lewis Carroll's famed poem 'Jabberwocky.' It somewhat resembles a monstrous crow with a hooked beak. A favorite pastime of the jubjub bird is to swoop suddenly down and carry off a person in each claw while knocking down the rest of the group with the blast of air from its wings. Jubjub birds generally inhabit deserted woods.

JUBJUB BIRD HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right claw	01-03	4
Left claw	04-06	4
Body	07-10	6
Right wing	11-13	5
Left wing	14-16	5
Head	17-20	5

These horrible undead beings are somewhat similar to intelligent zombies. Some Death Rune cults keep these in their temples as guardians. Like zombies, they must be hacked to bits before they will cease action. Contrary to popular belief, many mummies lack long bandage and may move relatively swiftly. They appear so horrendous, and their stench of bitumen and death is so strong, that all within 3 meters of a mummy must roll POWx5 or less on D100 or be Demoralized. Part of this effect derives from the strong aura of death around the mummy. Like vampires, mummies have no true POW of their own, and cannot replace it normally after spirit combat or spell casting. To regain POW, a mummy must usually drain it from a friendly priest via Mind Link.

MUMMY HIT LOCATION TABLE

<i>Location</i>	<i>D20</i>	<i>Points</i>
Right leg	01-04	5
Left leg	05-08	5
Abdomen	09-11	5
Chest	12	6
Right arm	13-15	4
Left arm	16-18	4
Head	19-20	5

MUMMIES

Mummies are typically effective fighters and will have a minimum attack chance of DEXx5%, plus any bonuses due to STR or INT.

<i>Characteristic</i>	<i>Average</i>			
STR	3D6x2	20-22	Move	6
CON	3D6x1½	15-17	Hit points average	15-17
SIZ	3D6	10-11	Treasure factor	12
INT	3D6	10-11		
POW	1D6+12	15-16		
DEX	2D6	7		
CHA	1D6	3-4		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Fist	10	70%	1D6+1D4
Any	6+	50%+	As per weapon+1D4

ARMOR—2 point skin plus any worn (often highly decorated helms and breastplates).

OTHER SKILLS—Move Quietly 50%.

SHARK-MEN

These beings are strictly oceanic and islandic in nature. They are the sons of a shark god and were-sharks. They are always in Mindspeech with nearby sharks and are capable of commanding them about. In human form, the shark-men always wear a cape or other back covering. This is because they can be recognized by a shark's gaping maw visible on their backs. Even in human form they are exceptionally strong. Shark-men think of humans as extremely unimportant, and will not usually make deals or treat humans even as slaves. They lose no intelligence in shark form.

<i>Characteristics</i>	<i>Average</i>		
STR	3D6+6 (x2)	16-17 (32-34)	Move 8/12 swimming
CON	2D6+6 (+6)	13 (19)	Hit points average 13 (19)
SIZ	3D6	10-11	
INT	3D6	10-11	
POW	2D6+6	13	
DEX	3D6	10-11	
CHA	3D6	10-11	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite*	9	50%	1D10+2D6 (1D10+1D4 human)
Fin slash*	9	30%	1D8†

* A shark-man cannot both bite and fin-slash in the same round.

† Up to two opponents may be attacked in one round by the fin slash.

ARMOR—5 point skin.

SKILLS—Swimming (human form) 90%; Move Quietly 50%.

SHARK-MAN HIT LOCATION TABLE

<i>SHARK FORM</i>		
<i>Location</i>	<i>D20</i>	<i>Points</i>
Tail	01-06	6
Body	07-14	7
Head	15-20	6
<i>HUMAN FORM</i>		
<i>Location</i>	<i>D20</i>	<i>Points</i>
Right leg	01-04	5
Left leg	05-08	5
Abdomen	09-11	5
Chest	12	6
Right arm	13-15	4
Left arm	16-18	4
Head	19-20	5



WRAITHS

Wraiths are a form of ghost in which the person's feelings at death were overwhelmingly frustration and hate. Wraiths are often called spectres by the ignorant (the true spectre is a manifestation of the Illusion Rune) and are malignant to all forms of life and are friendly to undead. Wraiths usually inhabit ruins, abandoned temples, or other haunted spots. Some wraiths have Rune magic.

Wraiths have the characteristics of normal ghosts; namely, POW, INT, and an automatic DEX of 20. To determine a wraith's INT and POW the chart for random spirits in *RuneQuest* listed under shamans may be used or the Daka Fal Summon Ancestor Table from *Cults of Prax* source pack. Wraiths rarely have POWs of under 13. Wraiths exist on the etherial plane and this gives them their peculiar powers and vulnerabilities. Wraiths have hit points, unlike normal spirits. The number of hit points a wraith possesses is equal to its POW. Wraiths can only be struck by magic. Thus, if a sword with Bladesharp 3 hit a wraith, the wraith would only take 3 points of damage (from the Bladesharp). A Fireblade would do a full 3D6 damage. Emotional spells such as Demoralize, Befuddle, or Harmonize will not affect a wraith. Spirit Screen and Spirit Block will

damage a wraith, both in POW and hit points. If a wraith loses all its hit points, it dissolves, and cannot reform for at least a week. Wraiths possess a defense of $POW \times 5\%$ with a maximum of 95%, making them very difficult to hit.

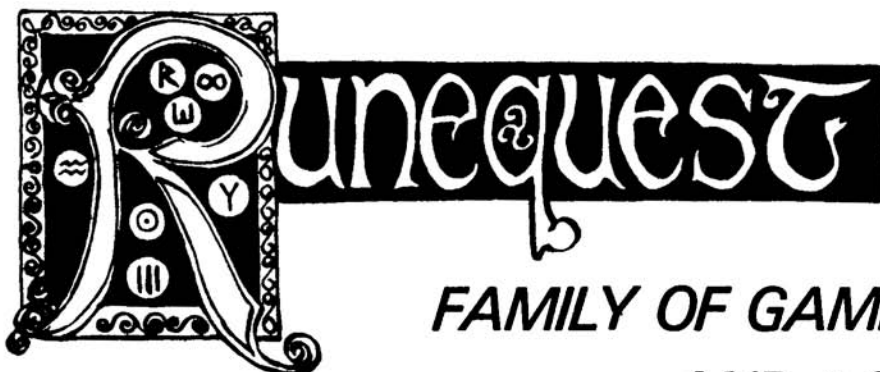
In an attack, the wraith matches its POW vs. the victim's CON. If the victim fails to resist, he loses characteristics points off his STR, INT, or CON, depending on the type of wraith, equal in number to the current POW of the wraith. The wraith can only attack in this manner once per victim. If the victim's score in an area is reduced below 1, he dies. On subsequent rounds, the wraith must attack in a specialized form of spirit combat. If the wraith overcomes the victim's POW, he rolls on the POW loss table and the victim must take double the listed number as damage to a random part of his body. In this manner, a wraith can do 2, 4, or 6 points of damage.

Characteristics		Average
INT	3D6	10-11
POW	3D6+6	16-17
DEX	20	20

EXAMPLE

Flayli Floodhouse confronts a wraith. The wraith has a POW of 19, giving it a 95% defense. It attacks Flayli and overcomes his CON easily. This particular kind of wraith attacks vs. STR, and Flayli loses 19 points of STR. His STR is only 10 – so much for Flayli. . . . The wraith now attack Flayli's partner, Bodo. Bodo was smart enough to put a 4 point Spirit Screen on, and this reduces the wraith's POW 8 points. He also swings at it with a 2 point Bladesharp and hits! The wraith now has only 11 points of POW. It attacks Bodo and fails to overcome his CON of 12. Bodo now takes 5 points off his STR of 14 and survives. The next round the wraith attacks POW vs. POW. The wraith overcomes Bodo and rolls on the POW loss table. The score is 35. Cross indexing gives us a result of 2. We double this, getting 4 and roll for a hit location area. Bodo now takes 4 points of damage somewhere in his body. The fight continues. . . .

Characteristic points lost to a wraith are regained at the rate of one point per week. In the above example, Bodo (assuming he lives) would take five weeks to regain his full STR back.



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